

Title: **Dorfd**ay: The Heist - The Finale
Post by: **Monitor Lisard** on **October 20, 2013, 09:39:07 am**

DORFDAY

THE HEIST

Bank-robbing crossbow-shooting action-packed succession game
Players needed!

The story:

"Which word gives the best idea of what a dwarf is? Alcohol? It may be. Beard? Certainly. But of all the words I prefer "Industriousness". For a long time in dwarven history, industriousness and diligence were considered as the highest virtues ever possessed by a dwarfkind. Millions of young dwarves chose their life path every year, becoming cheese makers, fish cleaners, stonecrafters and so on. Some jobs were said to be highly prestigious, others seemed less attractive, but even the poorest hauler would choose to stick to his occupation rather than to be a skulker. But, as the unrest in Mountainhome rose, many desided to find their fate in the darker part of their fortresses. Side by side with the law-abiding peasants, newly converted criminals started their quiet, shadowy business. There was nothing sheriffs could do. Robbers, killers, bootleggers, drug dealers, crossbowfigters, fraudsters, arsonists... The dark force was growing stronger, and fortress guards were helpless.

And then it happened.

When the alarm went off, nobody understood what happened. There were no invaders and megabeasts outside, but the military reacted immediately. Guards rushed into king's throne room. The sounds of a battle could be heard from inside, and soon the citisens found out who had managed to disturb their peace. It was ten dwarves that tried to break into king's treasury. Three of them had been slain during the fight, and no one had doubts that the rest of the thieves would be put to death. But the king, who was merciful enough, decided that those who survived the battle would be exiled from the Mountainhome forever.

And so, the seven criminals were given one day to gather their possessions and to move away from their homeland. They were headed to the land of unknown, and everyone knew they might never return back. To gain the king's pardon, they had to estabilish a successful trading outpost to the west of the kingdom, but almost no one believed that they will be able do complete the task."

Rules:

According to the story, the dwarves from the starting seven dwarves are the criminals who tried to rob the royal treasury. The migrants are the wrongdoers who were exiled after the original seven dwarves have left.

Here go the rules:

1. Every dwarf of the starting seven should have a bit combat skills or, at least, have the profession connected to theit previous crimes (eg: furnace operator-arsonist, brewer-bootlegger, herbalist-drug dealer, weaponsmith-weapon runner and so on).
2. If we're talking about trading, the king ordered not to rob dwarven traders. He will be very angry if the dwarven caravan will be stripped of its goods, but nothing was said about either elves or humans.
3. Criminals may take hostages. If invaders ever deside to raid your lands, their captured brothers will be executed.
4. Traps are good, but steel is better.
5. Every free citizen of the fortress should have everything he or she needs: personal quarters, a bedroom, a dining room and a bathroom with a well and some statues in it.
6. Marksmanship is highly appreciated.
7. No fortress guards, hammerers, sheriffs or jails.

Player list:

Monitor Lisard
Grim Portent
Grimmash
darkrider2 (skipped)
RoughRogue
4maskwolf
zlob (skipped)
Ruhn
Intermission 1 (Monitor Lisard)

Round 2:
Ruhn
Grimmash
Authority2
RoughRogue
Grim Portent

Dorfin

g list:

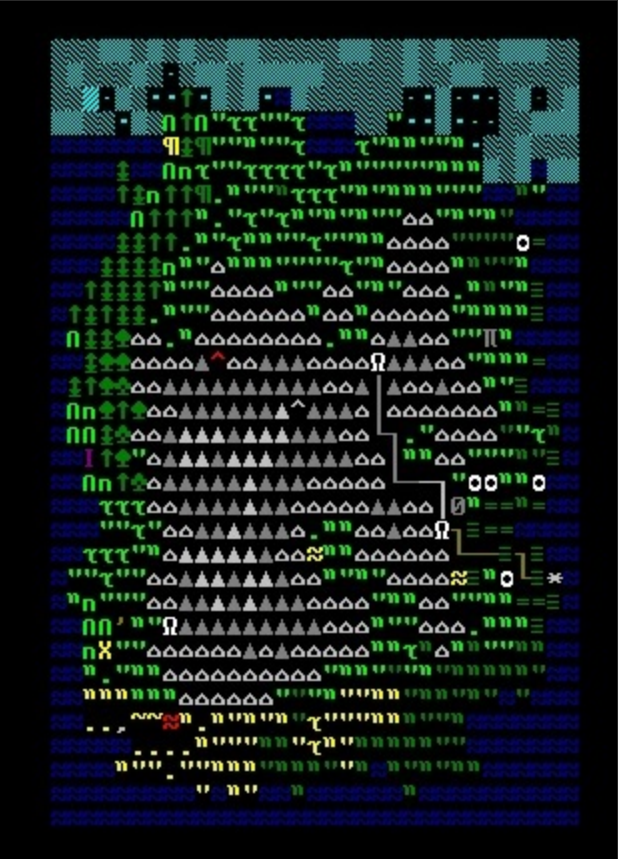
Original team:

Monitor Lizard (Monitor Lisard)
Magni (highmax28)
FireCrazy (FireCrazy)
Grim (Grim Portent)
Daria (Timeless Bob)
Nuckles (Ruhn)
Rufus (Madbomber6)

Migrants:

Grimmash (Grimmash)
Aseaheru (Aseaheru)
RoughRogue (RoughRogue)
Maskwolf (4maskwolf)
Spazbot (Spazbot)
Cyatica (Cyatica)
Blenheim Datandur (Blenheim Datandur)
HissinhWalnuts (HissinhWalnuts)
Fingers (Ruhn)
Aseaheru the Second (Aseaheru)
Authority2 (Authority2)

World map:



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen1.jpg.html>)

Quotes:

Spoiler (click to show/hide)

Quote from: Grim Portent on November 01, 2013, 09:36:59 am

Quote from: Monitor Lisard on November 01, 2013, 03:14:38 am

Quote from: 4maskwolf on October 31, 2013, 05:52:03 pm

Wait, does this mean that there are dwarves in the fortress that are unclaimed? Because I'll probably just scrap my idea and use one of the dwarves currently there if that's the case.

They're a lot of those, actually. Unless Grim Portent opened the gates and let the corpses party inside. 😊

I have a strict 'No shirt, No shoes, No skin, No service.' policy. 😊

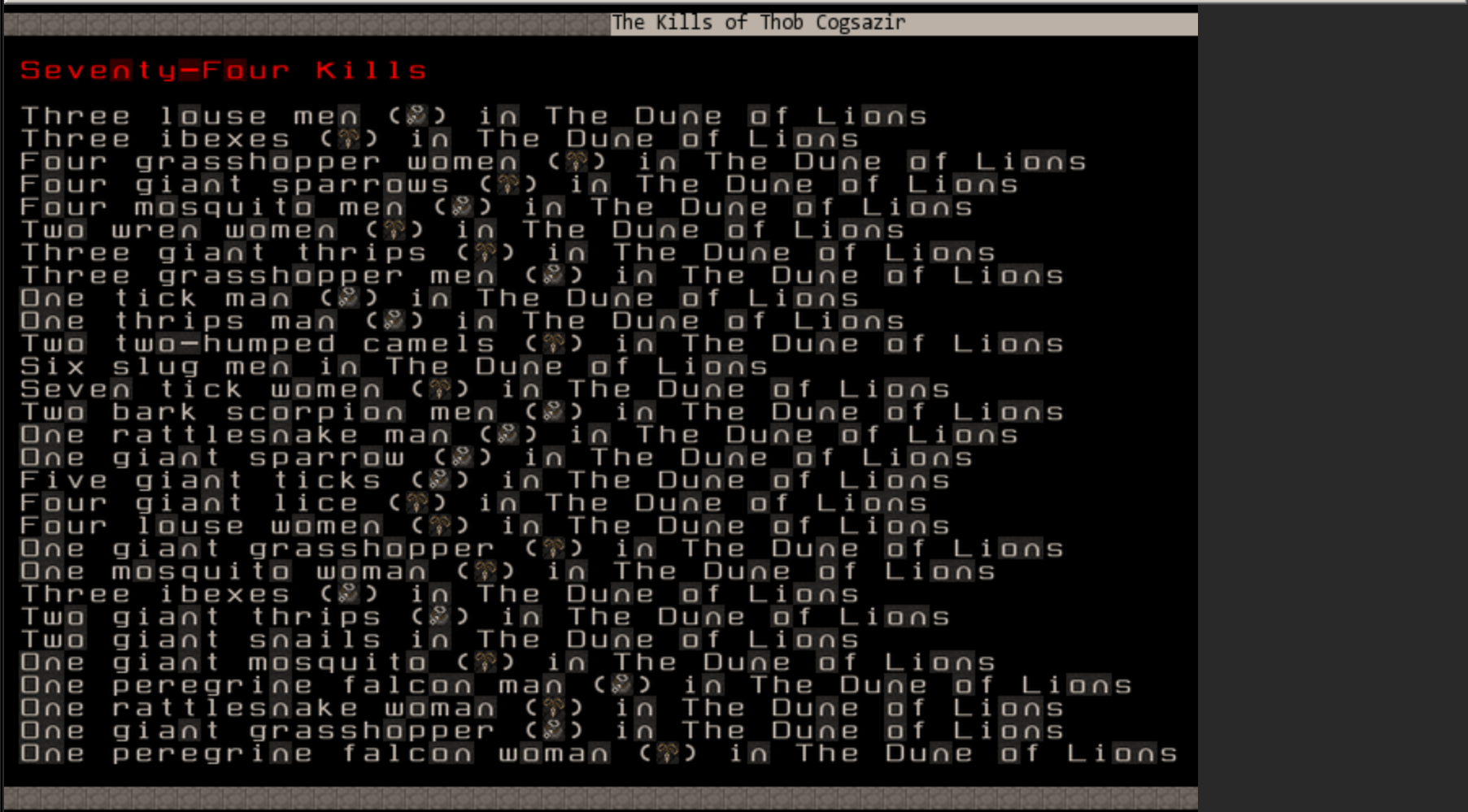
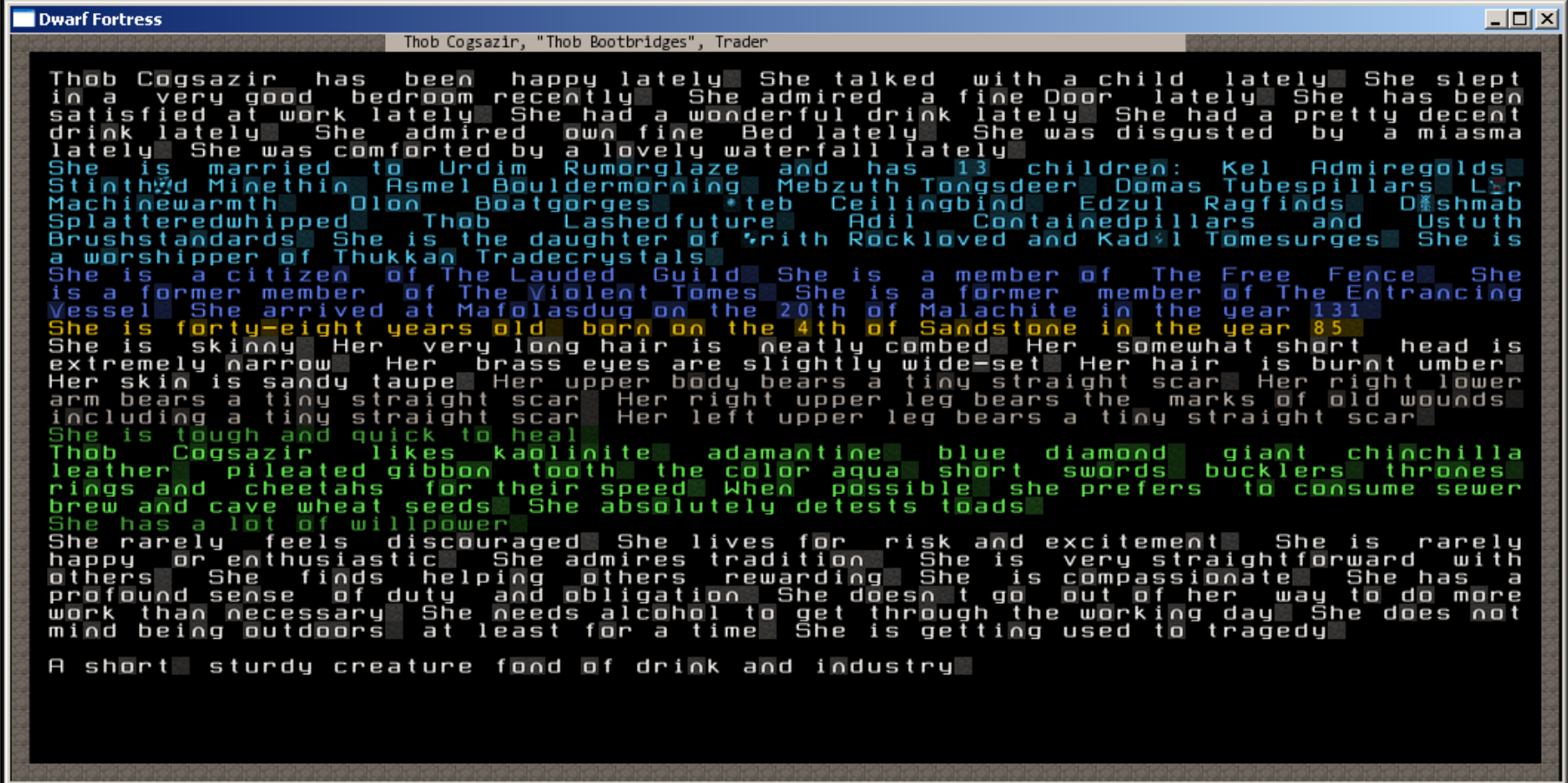
Helps keep out the undead. And many a forgotten beast.

Quote from: Ruhn on November 21, 2013, 11:56:32 pm

edit: AseaHeru family status:

...

Grandmother:



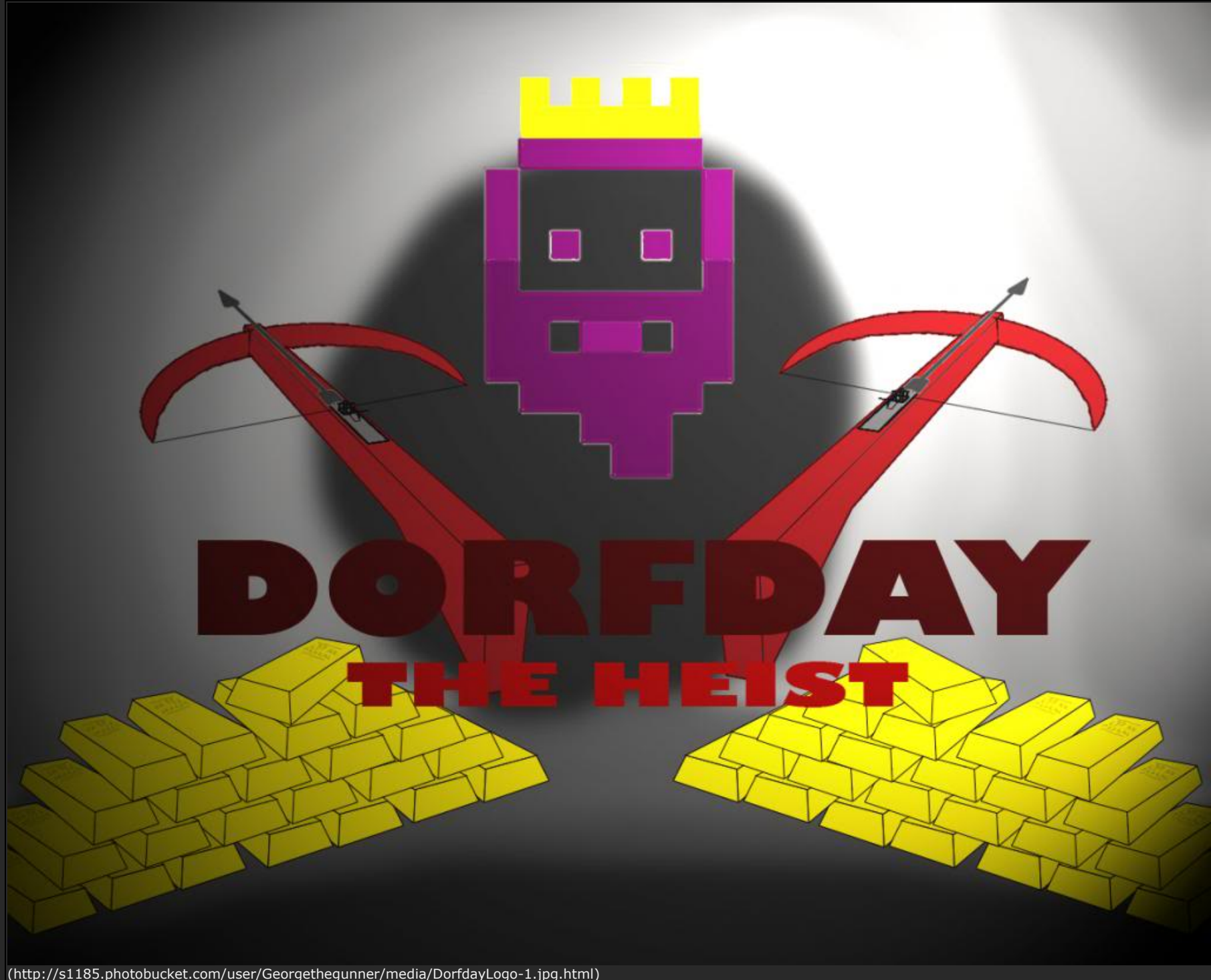
Quote from: 4maskwolf on November 25, 2013, 10:18:27 am

Murder is tax deductible should be the motto of Chamberdrums.

My variant of Dorfday thread logo:

[Spoiler](#) (click to show/hide)

Quote from: Monitor Lisard on December 14, 2013, 04:54:20 am



(<http://s1185.photobucket.com/user/Georgethegunner/media/DorfdayLogo-1.jpg.html>)

Dorf files:

Monitor Lizard (as known as Lizard): A tough gal and a crossbow-fighter. Used to be a stonecrafter once. Accused of robbery and murder of the guard officer.

Magni: Once a weaponsmith and an expert maceman, he left the military after his black market arms dealing group was discovered. He was responsible for the weapons that were used during the heist. Accused of robbery and weapon smuggling. Died in 130 fighting with a web-spewing Forgotten Beast.

FireCrazy: Professional miner, who likes drinking, bragging and crushing bones with his trusty bronze pickaxe. One day he flooded the royal adamantine mines with magma and has been on the run ever since. He's the one responsible for digging the tunnel to the royal treasury during the heist. Accused of robbery, negligence in the workplace and production order violation. Gone missing in 136. Probably fell into the magma sea.

Grim: Former trader and jeweler who used to do a little fencing on the side for thieves before going legit. Got called back into the business for one last job and got caught trying. Keen gem cutter and gem setter, he's also quite good with a crossbow. Accused of robbery and fencing.

Daria: A cute innocent-looking blonde who was the one who prepared the vault guards their meals every day. She's also the one who spiked their drinks that fateful day with powdered glass, leaving them to groan and whimper for days in the hospital before finally succumbing to infection from the multiple abrasions in their guts. She smiled when she gave those guards their drinks, she flirted with them and served them agony in a mug, then stepped over their writhing bodies to unlock the door so her team could get into the throne-room. She's a very good cook and brewer, who also knows a bit about farming, herbalism and diagnosis - assassins need those skills to be effective. Her preferred weapon is a large dagger. Beware of her deadly beauty! Accused or robbery and murder (many times).

Nuckles: A mechanic and addict, he was brought on to open the inner vault holding the artifact jewelry. His skills proved effective during many heists and constructions, though his habit of smoking blade weed prevented him from becoming the Head Engineer of the Mountainhome. Nuckles keeps a mace handy in case he has to pound on something- or someone. Accused of robbery, burglary and posession of drugs.

Rufus: Before becoming a criminal Rufus was just a honest wood cutter and battle-hardened local militia member trying to make ends meet. Everything in his life changed when Rufus killed a fellow soldier during a drunken brawl. Ever since he has been on the wrong side of the law joining up with the most notorious criminals providing some muscle when ever it was needed. During the heist he was to watch out for the guards. Rufus was caught unawares when the guards came but he managed to alert the others. He also tried to stop the fortress guard unit by himself, striking one guard down with his battle axe before he took a hard blow to the head and was out cold. Accused of robbery, murder (twice, including the killing of a guard officer), assault and resisting arrest. Died in 129 during the battle with the undead.

Grimmash: Once a cheesemaker in a distant principality, he was sent to Mountainhomes because the duke himself thought he was useless. Still wishing to be a cheesemaker, he had to change a number of jobs there, finally becoming a mason. After failing to finish the constuction of the king's trone in time, Grimmash was found guilty of neglecting the work orders, beaten by hammerer and sent to Chamberdrums along with the other criminals. He was always assigned the jobs he had never asked for, and now his only will is to revenge himself.

Aseaheru: A highly pious medical dwarf, he was an orderly in Mountainhome central hospital for a long time. When the doctor refused to help an injured Gem gangster without calling the guard, he dressed criminal's wounds and fed him. Married to Cyatica. Accused of participation in a crime and unprofessionalism. Died in 133 trying to save somedwarf from the undead mob.

Maskwolf: Once an experienced fortress guard and a markswoman, she was expelled from the guard for beating a high officer with the butt of her crossbow. Even after being in jail, she still distrusts criminals, and it enrages her when she is treated as one. Married to Spazbot. Accused of assault on an official.

RoughRogue: A highly-drugged lady who happened to jump on a wagon that drove her to Chamberdrums. RoughRogue's family followed her, trying to get her back home, but, due to the sieges, she remained there.

Fingers: A cunning, dexterous and sharp-minded youngster who temporarily helps Nuckles. His family moved to Chamberdrums when he was 11. At first it seemed strange that so few kids wanted to play “Guards and Robbers”. He caught on after a while and started to practice petty crime. Seeing a heavily injured old dwarf walking out of the hospital one day, the kid wanted to try picking his pocket. He didn't exactly get caught, but ended up becoming the old burglars personal servant. Died in 134 falling from a tower after he was shot by a goblin.

Grey Dwarf: This dwarf, once known as Zust, was a loyal soldier and a happy resident of the Mountainhome. Having his sister killed during the riots, he desperately searched for justice, but found none. After killing his commander (who, as he thought, was partially responcible for the tragedy), Grey Dwarf was put in prison, where he desided to find and take revenge on the real culprits. Years spent in prison did not affect his willingness to avenge for his sister. Accused of murder of a high official.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **highmax28** on **October 20, 2013, 10:05:36 am**

I'll go for a dwarf. He's a weapon smith and he's responsible for the weapons that were used during the heist. He also used to run an arms dealing group but was shut down with him escaping unknown.

His name is Magni. He is also the "heavy weapons" expert, so give him a hammer or mace

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Monitor Lisard** on **October 20, 2013, 10:27:06 am**

Quote from: highmax28 on October 20, 2013, 10:05:36 am

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His name is Magni. He is also the "heavy weapons" expert, so give him a hammer or mace

Dorfed. I've updated the opening post.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **highmax28** on **October 20, 2013, 02:24:46 pm**

Love the additives also, sounds great so far :P

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **FireCrazy** on **October 21, 2013, 03:11:34 am**

I'll take a dwarf too, he's a miner and is the one responsible for digging the tunnel to the royal treasury during the heist. I think the mining profession counts as a combat skill, using a pick, so yeah. He flooded the mines with magma and has been on the run ever since.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Monitor Lisard** on **October 21, 2013, 06:35:14 am**

Quote from: FireCrazy on October 21, 2013, 03:11:34 am

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Added FireCrazy to the list and updated the rules. We'll choose the map soon. I'm thinking of some arid, almost treeless territory with an aquifier. Or maybe we should embark somewhere in the middle of a tundra.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Grim Portent** on **October 21, 2013, 06:44:52 am**

I'd like a dorf:

'Grim' is a jeweler and appraiser. Used to do a little fencing on the side for thieves before going legit. Got called back into the business for one last job and got caught trying. Doesn't like to do his fighting up close, uses a crossbow and keeps his distance.

EDIT: Also interested in a turn.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Monitor Lisard** on **October 21, 2013, 11:56:58 am**

Quote from: Grim Portent on October 21, 2013, 06:44:52 am

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EDIT: Also interested in a turn.

I've updated dorfs' files and added you to the turn list.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Timeless Bob** on **October 21, 2013, 02:30:48 pm**

"Daria" is a cute blonde who was the one who prepared the vault guards their meals every day. She's also the one who spiked their drinks that fateful day with powdered glass, leaving them to groan and whimper for days in the hospital before finally succumbing to infection from the multiple abrasions in their guts. She's a very good cook and brewer, who also knows a bit about farming, herbalism and diagnosis - assassins need those skills to be effective. She always carries a large dagger with her and wears leather when she's able. She seems like an innocent little thing until you cross her, or she's paid to cross you... off someone else's list. She smiled when she gave those guards their drinks, she flirted with them and served them agony in a mug, then stepped over their writhing bodies to unlock the door so her team could get into the throne-room.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Ruhn** on **October 21, 2013, 03:07:49 pm**

"Nuckles" was brought on to open the inner vault holding the artifact jewelry. He almost had the mechanism figured out when the guards showed up. Smoking his pipe helps him 'work faster', if he would have had his fix before the job started maybe they would have gotten out of there sooner. "Nuckles" keeps a mace handy in case he has to pound on something- or someone.

((Nuckles the safecracker has lots of mechanic skill, with maceman and whatever else you want.))

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Madbomber6** on **October 21, 2013, 05:00:44 pm**

I would like just a dwarf if that is alright.

Rufus was a battle-hardened veteran who killed a fellow soldier during a drunken brawl. Ever since he has been on the wrong side of the law joining up with the most notorious criminals providing some muscle when ever it was needed. During the heist he was to watch out for any guards and to alert the others. Also if the situation was dire he was to give his life so the others could escape (oops). Rufus was caught unawares when the guards came but managed to do his task of alerting the others. It was to late, he managed to strike one down with his battle axe before he took a hard blow to the head and was out cold.

Before all of this though Rufus was just a honest wood cutter trying to make ends meet.

Skills: Wood Cutter, Axeman, and anything else that is necessary.

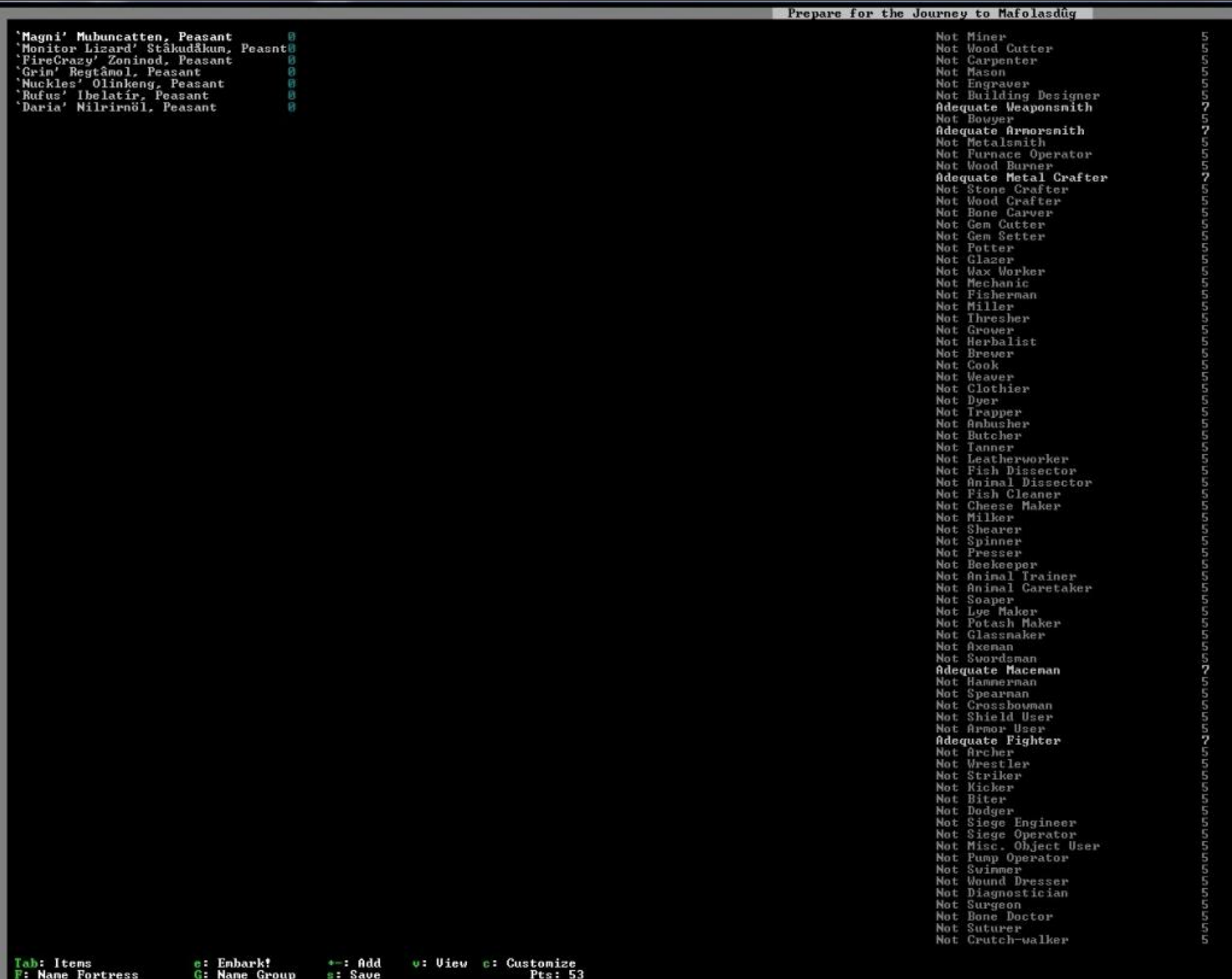
Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Monitor Lisard** on **October 22, 2013, 03:23:46 am**

Alright, the starting seven is ready!

I'll choose the map soon so we can start the game.

Title: **Re: Dorfday: The Heist - the repository fortress (Players needed!)**
Post by: **Monitor Lisard** on **October 22, 2013, 12:15:06 pm**

From the diary of Monitor Lizard, expedition leader:
"It's been days since we left the Mountainhomes. The team is growing tired, and we are running out of food and booze. Grim's been trying to shoot the buzzards that are following us along the desert, and he scored one hit, but the rest of the birds got away immediately. We made our way through the woods and now the only thing I see are gray-ish rocky badlands stretching miles and miles around us. It's hot, and it's only becoming hotter and hotter every day. It seems that Daria feels fine about the climate. As to myself, I never liked being on a trail. Nobody asked me, though. If only those f***ing dogs didn't surround us... At least, the woods didn't seem too bad.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen2.jpg.html>)

As I said before, The Big Heist had failed. The fortress guards somehow found out our presence (Did they know about our plans?) and arrested us. Poor Rufus was hit in the head(I admit, this guy's quite brave - he tried to cover us even though he was outnumbered.) and then the guards rushed in, starting a fight. Three of our gang did not make it. The gang fought desperately, but we were finally chained and sent to jail. Magni and Nuckles tried to escape, but were caught.

So now, to gain the king's pardon', we must organize a trading outpost to the west of the Mountaimhome. Sounds like a bullshit. It is said that the necromanser tower is near, and goblins are raiding the nearby territories.

Finally, we arrived!



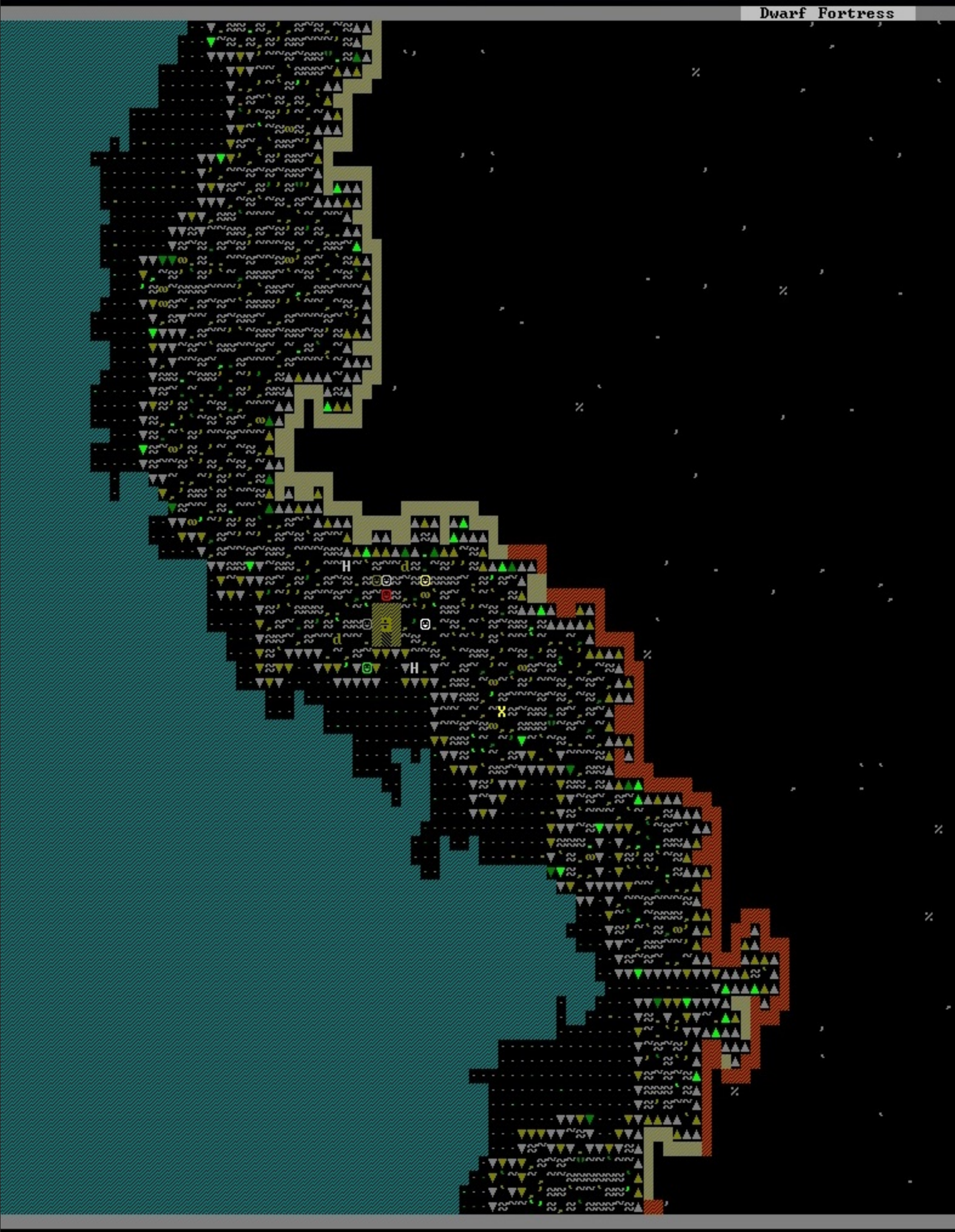
(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen3.jpg.html>)

FireCrazy says that there's much kaolinite around here. If that's true, I'll fancy myself a mug made of porcellain.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen5.jpg.html>)

Once we had consulted with each other, we decided to call our outpost "Chamberdrums". Well, let's strike the earth!



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen7.jpg.html>)

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Ruhn** on **October 23, 2013, 09:54:01 am**

Personal Diary of Nuckles

So, here we are at "Chamberdrums". Monitor says this place is supposed to become a trading outpost. If you ask me we use that as a front and set this place up as our new hideout, but that's Grim's area of expertise.

I'd rather be hiding out back at the mountainhome, but the jailbreak didn't go as expected. It was a lucky break I was in the same cell as Magni: he was able to smuggle in some tools thanks to his connections. I got the chains off us but the masterwork lock on the iron door gave me a little trouble. Then our luck ran out. Two guards were just waiting for us when I cracked it open to take a peek. After that I

got put in solitary, and they actually walled me in. Got my biscuits and water through a little hole in the ceiling! Those royal guards are a lousy bunch.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 23, 2013, 10:21:45 am**

I'll sign up for turn. I am at work, and all the starting seven are taken, so i'll dorf up from a migrant ne'er do well and build the character from there. No time to come up with a backstory until the evening.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **highmax28** on **October 23, 2013, 11:16:23 am**

Journal of Magni:
Tried to break out of the prison with Nuckles... Didn't go so well...

They strip searched me and found the loop of large iron knives I keep on my leg, and the hammer I strapped to my back. I don't know how they didn't notice it then, but they see it now. I got sent to this outpost after the guards proceeded to try and kick the s*** outta me... Lets just say their legs will never be the same... Or be able to use their hands to do anything... Then they called in the entire guard and managed to get me tied down. They just threw me on the cart here and the others untied me. Perhaps we can use this place to create another arms smuggling ring...

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Monitor Lisard** on **October 23, 2013, 01:07:00 pm**

Due to some problems with the tools (I accidenly deleted picks from the list) I had to restart and reclaim the fortress. I managed to recreate the characters, but now the goods of the previous embark are scattered around the place. It helps a bit, cause I took some nice bronze weapons the first time, but now we have no dogs.

*From the diary of Monitor Lizard, expedition leader:
"It appeared that we are not the first to occupy this place. When we got off the wagon, we saw another cart standing near the hill. We stared at it for a while, but then Magni grabbed his mace and rushed to it. It contained some food and weapons, but no other dwarves exept us could be seen around. When Daria went searching for useful plants, she found a skeleton of a yak laying downhill. I gave Firecrazy his new pick (The old one was confiscated by the guards) and ordered him to start digging immeditely. I asked Grim if there were other travellers nearby, and he told that there were only a few dead pack animals outside. Grim can be trusted in this matter - he has a flair for it.*



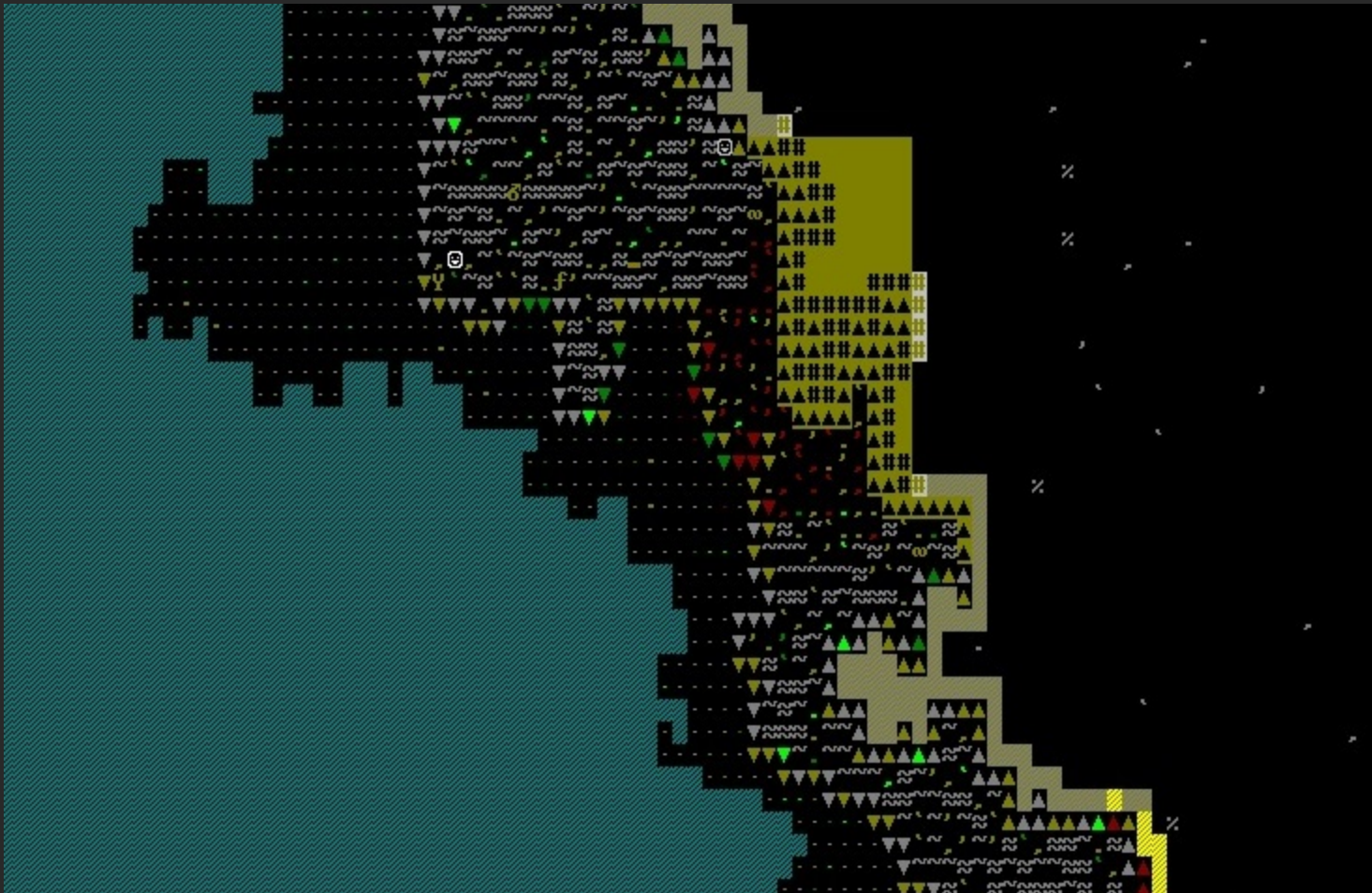
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There's a lot of useful stuff laying on the ground. Nukes stumbled across a pack of copper arrows. We might need that. As for me, I found another good pick, and gave FireCrazy a hand with his digging project.

The Wealth of Mafolasdug					
meat	10	20?		<pig tail fiber cloth>	
fish	10	20?		<pig tail fiber cloth>	
raw fish	None			<pig tail fiber cloth>	
egg	None		F	<<pig tail fiber cloth>>	
plants	20?	20?	F	<<pig tail fiber cloth>>	
prepared meals	None		F	<<pig tail fiber cloth>>	
cheese	None		F	<<pig tail fiber cloth>>	
powder	None		F	<<pig tail fiber cloth>>	
drinks	50?		F	<<pig tail fiber cloth>>	
leaves	None				
liquid	None				
glob	None				
seeds	20?	50?			
weapons	?	?			
ammunition	30?	20?			
armor	20?				
legwear	?				
headwear	10?				
handwear	30?				
footwear	30?				
shields/bucklers	None				
backpacks	None				
quivers	2	5			
anvils	1	2			
armor stands	None				
weapon racks	None				
cabinets	None				
doors	None				
floodgates	None				
beds	None				
thrones	None				
tables	None				
coffins	None				
statues	None				
slabs	None				
tanned hides	None				
cloth	3	6			
thread	3	6			
logs	None	9			
stones	None				
rough gems	None				
bars	None				
cut gems	None				
large gems	None				
coins	None				
blocks	None				
small tame animals	None				
small live animals	None				
pipe section	None				
hatch covers	None				
grates	None				
querns	None				
millstones	None				
windows	None				
animal traps	None				
chains	3	4			
cages	None				
boxes and bags	?	20?			
bins	None				
barrels	10?	30?			
buckets	3	4			
mechanisms	None				
trap components	None				
flasks	None				
goblets	None				
toys	None				
tools	None	1			
musical instruments	None				
figurines	None				
amulets	None				
scepters	None				
crowns	None				
rings	None				
earrings	None				
bracelets	None				
catapult parts	None				
ballista parts	None				
siege ammo	None				
Tab: Mode			z: Zoom	v: View	m: Melt f: Forbid d: Dump h: Hide

(<http://s1185.photobucket.com/user/Georgethegunner/media/d76c512d-393c-4be2-af4b-36435a45eb82.jpg.html>)

Things are going pretty fast with us two working alonside each other. There are no trees around, but I asked Rufus to deconstuct both wagons so we can build some beds.



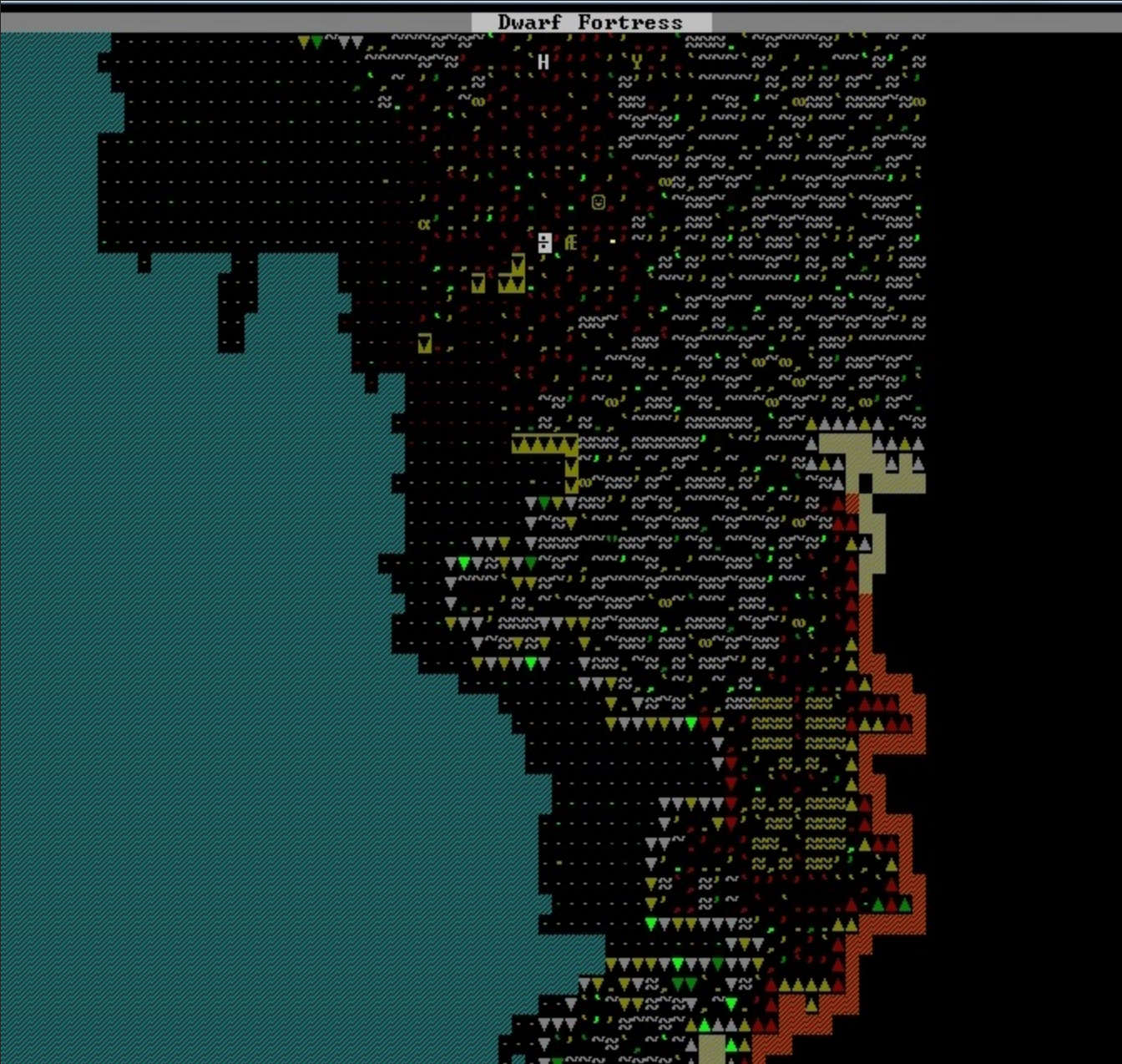
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Now we are talking. We'll have a storage area here.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen11-1.jpg.html>)

It seems that the previous occupants tried to do some farming here on the ground level. Well, it's quite hard to farm in the center of a rocky desert, but we'll try.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen12-1.jpg.html>)

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **highmax28** on **October 23, 2013, 05:06:48 pm**

Journal of Magni:
I'm really glad I stole that mace from the guards when I was untied and we started off. There's a lot of crap here but it's good there's some extra food here. I'm not too keen on the lack of wood though... Maybe we can swipe some from the pointy eared bastards if they show their ugly mugs?

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **FireCrazy** on **October 24, 2013, 03:24:11 am**

Journal of miner Firecrazy:
ENTRY #1

So, they told us that we were exiled from the mountains and are to build a trading outpost. Are you serious? We'd just rob any elven and human caravan that goes our way! And why the fuck is this outpost supposed to be in the middle of a dessert? From what i can gather, the Mountainhomes tried to build a trading outpost here a while ago but it failed tragically. So they sent us. The wagon from the previous attempt seem to be still intact and we nicked some supplies off it. Time to go mining..

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 24, 2013, 08:29:21 am**

If possible please dwarf me as a migrant with cheesmaking, stonecrafting, and/or masonry, preferably male but it doesn't matter much. In what year did the fort start.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 24, 2013, 04:45:01 pm**

Chapter 1: The Cheese Stands Alone

Entry 1

After years of hard work, it finally happened! The nobles are sending me to the Mountainhome! All my hard work has paid off. The hours of training, the years of honing my skills, and I am finally being reocognized. The caravan leaves in a week, and the Duke said I'd best be leavin' with them. He didn't seem all that happy about it, when he yelled "If I see you again, y'best be in coffin in the catacombs!" across the dining hall at me, but I'm sure he is just sad to lose one of his best cheesemakers. I can only hope young Dishmab will be able to fill my socks in the dairyworks. She's a good dwarf with a fine beard, but her whiskers always seem to be yearning for the anvils, although I often wonder if it's more the lads workin' the anvils she's yearning for...

Entry 2

Everyone around the fortress is so happy for me! They keep snorting and chuckling in the hall when I pass. They must be jealous that I am going to mountainhome. Jealousy is a sad burden we dwarves bear, so I'll take theirs jeers and calls as a sign of the affection I know they are too stoic to admit. Dishmab transferred to the smelteries, so I fear for the dairyworks. I'll send the fortress a nice wheel or two once I get established. I'll even see if I can't talk to the caravan leaders about bringing more cabochons and some of that mosquito ichor Asmel loves so much. Perhaps I can find another master cheesemaker in the Mountainhome who years for the simpler life away from the royals and the crowds. That's enough for now journal, time to finish packing!

Entry 3

Well journal, the trip has started. This caravan seems... odd. No one else who is going to the Mountainhome seems all that excited, not even the traders. It's almost like they think it's a burden bringing us with them. I don't understand though, we were requested specifically! The Duke himself said, "Hopefully the King can find a way to use all of your... skills. Armok knows you lot never could figure out how to follow my orders around here." We can't help it that the Duke kept asking for things that were impossible to make. How can I create a wheel of reindeer chess when we don't even have any reindeer to milk? He kept asking, and I kept telling him that without the reindeers, there was nothing I could do. The fortress was underground, with craggy peaks above. I can't say how many times I tried to get the stubborn old dwarf to trade with those elves. Oh well, I just know it will all turn out for the best once I get to the Mountainhome.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 24, 2013, 10:49:35 pm**

OOO Note:

I have two or three similar journal entries to provide the backstory for whoever I end up taking. I have a plan for a rather small megaproject that I think fits the theme of the game. It is in the spoiler below.

Spoiler (click to show/hide)
Since all dwarves are convicts of the Mountainhome, I have a plan to lure the King to our fortress, then execute him. I think it is rather dwarfish. The reason my dwarf wants this will be made obvious. I will keep the plan itself secret until my turn, when I will start executing the plan. It is small enough that I think I can build the basics of it. Then I will leave the execution up to others, unless the king arrives on a turn I get. A minor spoiler, please start trading for cheese if and when you can, and store it. I should only need enough to fill a few rooms, say a few 6x6 rooms.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **highmax28** on **October 24, 2013, 11:05:13 pm**

Quote from: Grimmash on October 24, 2013, 10:49:35 pm

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Cheese... The one thing no one can resist... And I like that idea too. Magni would want to get some revenge for her arms dealing being halted

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **merp** on **October 24, 2013, 11:17:46 pm**

Can I play? I'd like to sign up for a turn.

Is this a masterwork fort?

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **FireCrazy** on **October 25, 2013, 02:19:08 am**

No, its vanilla.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Monitor Lisard** on **October 25, 2013, 05:06:35 am**

Quote from: highmax28 on October 24, 2013, 11:05:13 pm
Quote from: Grimmash on October 24, 2013, 10:49:35 pm

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Cheese... The one thing no one can resist... And I like that idea too. Magni would want to get some revenge for her arms dealing being halted

- Here are some things to do after the fortress will be established:
1. Kill the king and his guards.
 2. Rob elves.
 3. Decieve other traiders.
 4. Produce counterfeit money (brass, fine pewter and trifle pewter coins).
 5. Take hostages (don't let caravans go from the map).
 6. Destroy local wildlife. (kill animals and pour magma on the ground (like in Boatmurdered, but we'll need a lot of pumps)).

7. Grow blade weed and sell it.
And so on.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grim Portent** on **October 25, 2013, 05:49:22 am**

Grims Journal

Stupid, stupid, stupid! I never should have let them talk me into it. 'One last job' they said, 'A little extra money in your pocket' they said. Well now look where we are! We're in the middle of nowhere and we're stuck here 'at the king's pleasure'. Another way of saying we're until the buzzards are pecking our bones clean. We're supposed to be founding a trading post of some kind, but everyone else keeps talking about robbing the caravans that come by! That's the sort of thinking that got us into this mess in the first place. Mad fools, the lot of them, though if I'm out here as well I suppose that I'm a mad fool as well.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Ruhn** on **October 25, 2013, 11:29:34 am**

Personal Diary of Nuckles

I scored a little Cut before we got run out of town, but I smoked the last of it this morning. I'll have to ask Daria if she has any. If not I'm going to search around and see if any Blade Weed is growing wild. Food might be the priority for most, but I say we get a crop of the good stuff growing with a quickness.

--- ---

OOC:
I am in total agreement with the list of priorities.
Lots of trade depot drowning/melting chambers, and false entrances we can use for the goblin hostages.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **highmax28** on **October 25, 2013, 12:54:06 pm**

Quote from: Ruhn on October 25, 2013, 11:29:34 am

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Don't forget to strip the hostages of any valuables! Specifically, if you deconstruct the trade depot during a pakcing up nad leaving, you get them all w/o the tag for stealing... But then again, seizing the goods makes better for us. The other way we can say that we ended up taking their goods through a scam or something... Like a magic bar of gold or something? Or magic blade weed?

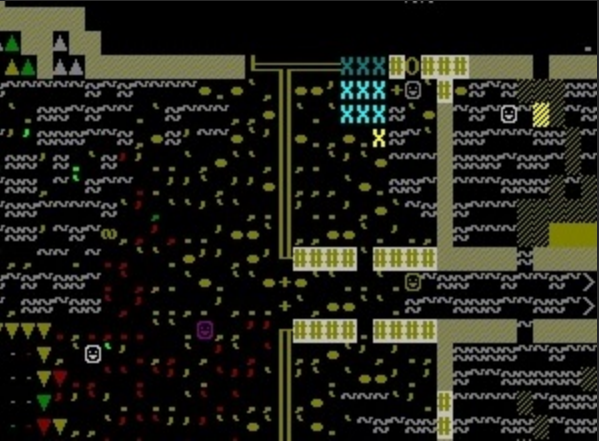
Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Monitor Lisard** on **October 25, 2013, 02:31:57 pm**

*From the personal log of Monitor Lizard, expedition leader:
"Those slugmen are making me retch. I sent Magni and Nuckles to deal with those ugly f***ers.*



The monsters appeared to be fast enough to crawl away. STAY OFF MY LAWN YOU SLIMY SCUMBAGS!

With all that stuff just lying on the ground in piles we had to appoint a bookkeeper. Nuckles is our hoardmaster now, at least for a time being. His office is in the storage area between the stockpiles.



Grim, who is our broker now, has been hunting for the giant beasts that keep appearing nearby.

Page 1/110th Slate, 128

The flying <<copper bolt>> strikes The Giant Thrips in the right wing, chipping it!
A ligament has been torn and a tendon has been torn!
The flying <<copper bolt>> strikes The Giant Thrips in the abdomen, tearing the muscle!
A ligament has been torn and a tendon has been torn!
The flying <<copper bolt>> strikes The Giant Thrips in the abdomen, tearing the muscle and tearing the guts!
A ligament has been torn and a tendon has been torn!
The Giant Thrips looks sick!
The <<copper bolt>> has lodged firmly in the wound!

He keeps grumbling something about how he shouldn't have listened to us when we offered him that job. I could simply tell him that that was a misfortune, but I can't be sure if we were not set up on purpose. Anyway, I trust my crew.

Relationships of the expedition leader 'Monitor Lizard' Aláthkokeh

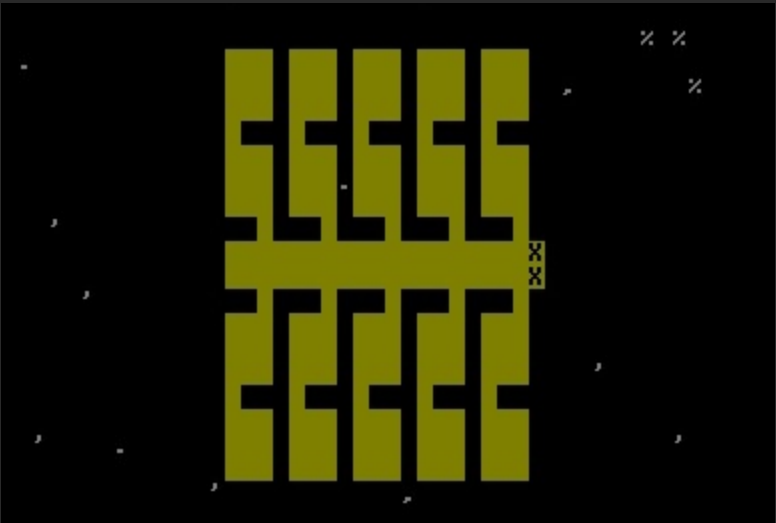
Orshar	Deity
Udil Edinsherik Kornokgol Tath	Deity
'Daria' Adilsabsúr, Farmer	Friend
'Rufus' Stettadbonrek, Woodworker	Friend
'Nuckles' Zalbanetur, bookkeeper	Friend
'Gria' Mintoaid, broker	Friend
'FireCrazy' Tangathled, Miner	Friend
'Magni' Elistun, Colonel	Friend

z: Zoom8293: Scroll

v: View

ESC: DoneShift+ESC: Back to Main

Here's the plan for the quarters. According to it, every resident will have a bedroom and a dining room.



Nuckles's assembling the first bunch of stonefall traps. We'll need more than that.



At least, something grows here. Daria brewed some whip wine from the vines she had found before.



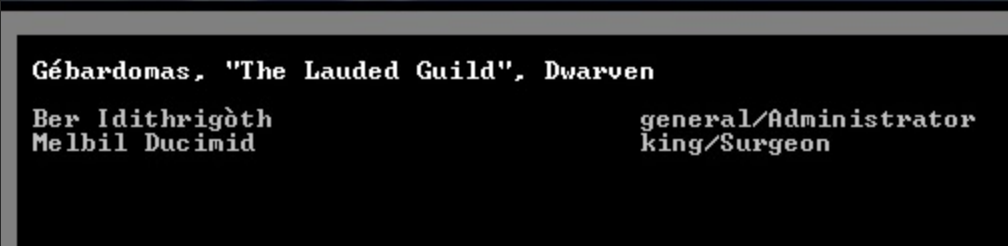
It's summer already. Still, it's so much to be done.



I started building a small tower for marksdwarves in case we are raid by someone.



We're coming for you, king Melbil...



Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 25, 2013, 07:30:34 pm**

Quote from: highmax28 on October 25, 2013, 12:54:06 pm

Quote from: Ruhn on October 25, 2013, 11:29:34 am

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Don't forget to strip the hostages of any valuables! Specifically, if you deconstruct the trade depot during a pakcing up nad leaving, you get them all w/o the tag for stealing... But then again, seizing the goods makes better for us. The other way we can say that we ended up taking their goods through a scam or something... Like a magic bar of gold or something? Or magic blade weed?

Better yet, make the trade depot able to seal off to the barracks, and use elves as training dummies.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 25, 2013, 07:38:42 pm**

The Journal of Grimmash

Chapter 2 - Mountainhomecoming

Entry 4 – 1st Limestone, 126

We have arrived, and the mountainhome is more than I could have dreamed! There are halls that go for leagues, dwarves everywhere, and workshops bustling all day and night. I was given what the manager called “meager” quarters, but it far surpasses my old rooms. I have copper cabinets, and even a chest of my own! The manager said he would need to review my skills, which I found a bit disconcerting. I could have sworn the Duke made it perfectly clear that the mountainhome asked for my skills as a cheesemaker. I told the manager this with pride, and he just raised one extremely bushy eyebrow and wrote something on that ledger of his.

Entry 5 – 5th Limestone, 126

Terrible news diary! I have been assigned new labors by the manager. There must be some mistake, as he said the only thing he could find for me was the most basic work of a peasant, hauling goods around the fortress. I pleaded with him to just show me the way to the dairyworks, and all this could be sorted out. He snorted, and said if I was so enthusiastic, I could take some shifts in the mason’s shops as well. I fear there has been some grave misunderstanding.

Entry 6 – 22nd Galena, 127

It’s been months of long, hard work, diary, but I’m salvaging this situation. Like a miner caught in a cave, I am tunneling my way out. After many months of effort with the masons, they let me begin crafting blocks instead of hauling rocks. After many more months, they allowed me the joy of making furniture and other odds and ends. It may only be stone, but at least it’s more than hauling rocks round and around. The head mason even said there may be a special assignment coming for me. Perhaps if I can do well enough, I will be granted audience with the nobles and allowed to plead the case for the dairyworks to be reopened!

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **highmax28** on **October 25, 2013, 09:42:17 pm**

It's simple:

Kill the dwarf king

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **FireCrazy** on **October 25, 2013, 09:59:07 pm**

Journal of miner Firecrazy:
ENTRY #2

Things have been going good so far. Our eventual plan is to lure the king to the fortress and murder him, but I doubt the king is that dumb. For now, we're going to rob elven and human caravans, take hostages from goblin raids, and do other criminal stuff while we establish ourselves. So much for a trading outpost, hah. Im going to go dig some rooms for everyone now..

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 26, 2013, 12:19:56 am**

The Journal of Grimmash

Chapter 3 – Ignoblesse Oblige

Entry 7 - 13th Moonstone, 127

I no longer know what it means to be a dwarf, dear diary. I tried. I tried at every task I was given. But Armok must have forsaken me. I can barely write this entry, as my arms and back are bruised so badly. These nobles, they know nothing of good, dwarven work. I was given the task, diary. We were told to construct a throne for the King. We worked hard. We started to build a throne fit for his majesty’s frame. But tragedy struck. Our head stonecrafter was struck by a falling rock from one of the interminable construction projects while gathering some gems to decorate the throne. Despite the number of dwarves in this great fortress, it feel to me to tend for the stonecrafter as he recovered. His recovery was not to be, and he perished from the blow. I returned to the workshop as I could, but it was too slow. I finished the throne. It was perfectly cut, perfectly encrusted, perfectly polished and smoothed. A fine throne it was. Yet apparently our wonderful king grew restless. The deadline for his mandate has passed while I labored to save the stonecrafter, and to finish the throne. I was found to be a criminal, no better than thieves or a snatcher.

It seems the jails of the mountainhome are too full, some great foiled heist left no room in the cells, so the Hammerer decided to dispense his own form of justice upon me. I returned from the hospital yesterday. My hands, once my pride, working with cheese or stone, barely move. My body aches from each swing of the hammer. A simple beating it seems, was not enough for the nobles here. I am to be exiled at some point in the future. For now, I must wait, and have been reassigned as a peasant hauler. I will leave this mountainhome, diary. I will find a new fortress. And once there, I will do all I can to show these “dwarves” what a true dwarf can do. The King will have his throne, I will see to it. A throne as befits such a lord. I will wait. I will leave. I will plan. And I will have my revenge.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 26, 2013, 12:28:30 am**

Since the "kill the king" bandwagon is going strong, I'll post my plan for so as to help plan this eventual regicide.

Spoiler (click to show/hide)
As my dwarf was so rudely duped and ripped from his beloved cheese making, I hope to bury the king in cheese. I'm thinking we build a beautiful throne room, no expenses spared. Above the room, set to trip by lever, will be multiple floors containing, amongst other objects, cheese. Others can add relevant items, I just really want some cheese in there. After the king arrives, we set him up in the throne room. Then we lock his royal butt in there, and let him pull the wonderous lever, setting off the reaction that bury him alive, or crushed, under mountains of cheese, stolen goods, and priceless artifacts.

It even avoids a murder charge, letting the king unwittingly fall prey to his greed. Bonus points if the lever is an artifact, and if everyone contributes a thematic item that contributes to the throne-tomb.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Ruhn** on **October 26, 2013, 07:21:36 am**

Personal Diary of Nuckles

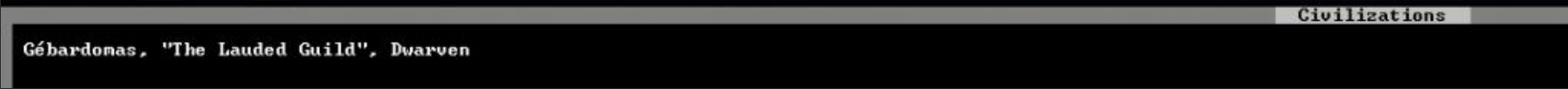
I threw together a few simple traps at the front door. Gonna need better supplies before working on the fancy stuff. Everyone is pitching in and getting things setup. I got no problem sleeping in the dirt for a while, its nothing compared to that cell I was just in.

Monitor told me to go through and count everything. I've got a few extra mechanisms set aside already so I'll start on that first thing tomorrow. But first I'm going to finish fine-tuning these locks- the last thing I want is for some slug man to come slit my throat in the night.

--- ---
OOC:
I'm all for having a series of trade depots, so that we can deal with our guests in different ways. One should even be connected to the prisoner rooms, so the goblins who wish to join our organization can do the dirty work.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Monitor Lisard** on **October 26, 2013, 09:23:12 am**

*From the personal log of Monitor Lizard, expedition leader:
Our kingdom's called Gebardomas, or, in the modern dialect, The Lauded Guilds.*

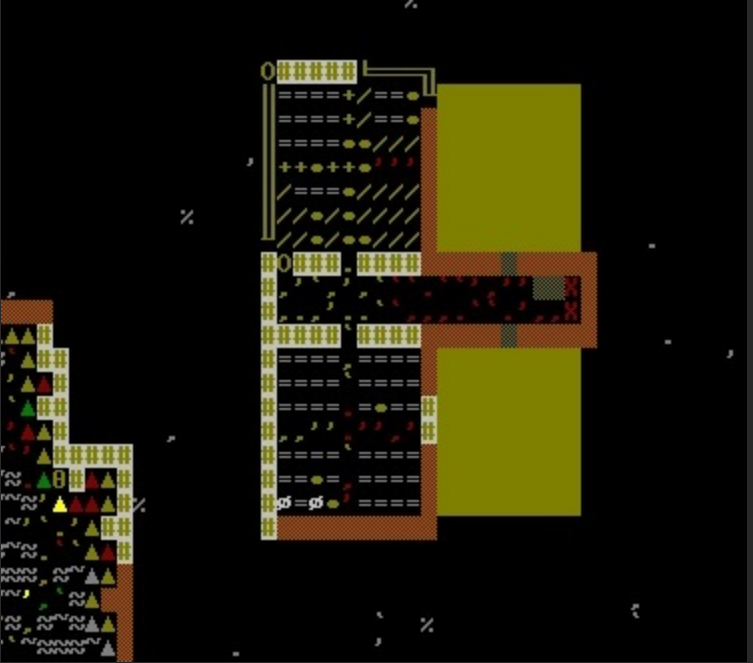


When I was a child, it seemed to me that the only career will lead me to happines and prosperity matching with those of the dwarven kings of old tales - the career of a stonecrafter. Back in those days I used to wonder around the marketplace, looking at the crafts that traders brought from everywhere. Some of those works were quite beatiful, others were nothing special. Complicated artifacts made of many materials and just simple objects of a fine quality. Crowns, amulets, bracelets, rings, scepters... Native gold and limestone. Raw adamantine and granite.

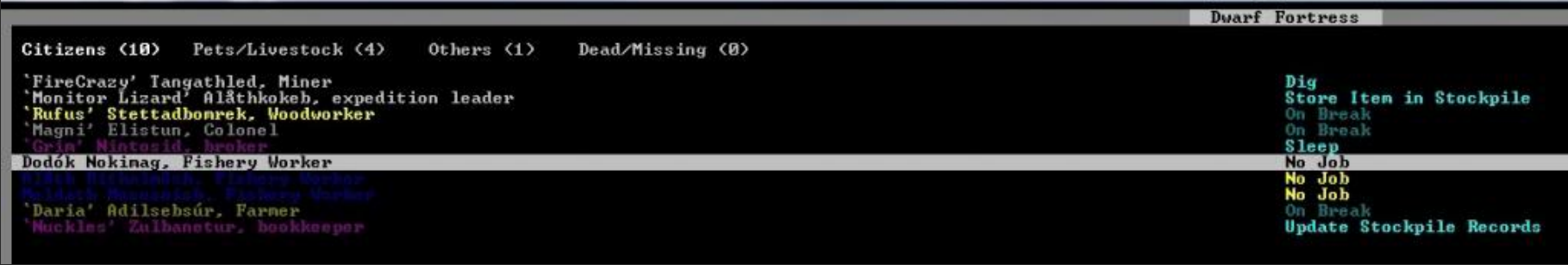
I joined a mason's guild at the age of 12. It was not something I asked for, but, at least, I was working with stone. After four years of constructing rock doors and tables the manager let me work as a stonecrafter. And I was happy.

Why am I here now? I could have been making rings and amulets back in Moutainhomes. But, instead of this' I'm digging through sandstone and dry clay in the place called Chamberdrums. Huh, I would never thought of this before.

Things are going pretty slow with all these smoothworks. If only we had more dwarves...



Migrants have arrived! Something must have happened back in Mountainhomes. Knowing our nobles, someone must have been unable to construct 5 bismuth bronze tables in time...



*Three fishery workers? That's so bull**t. You must be kidding, man.*

Ok, there are eight of them. Three fishery workers, one planter, one milker, one clothier and two kids. Every one exept the farmers are now construction workers.

"Why were you exiled?" - I asked their leader, a planter. - "You couldn't have come here just as usual migrants."

"There was a riot. We we protesting, because we had no jobs for a long time and the living conditions in the main quarters are awful. Those three also tried to attack manager because he called them "useless"" - He said to me, pointing at the fishery workers.

"Alright. Welcome to Chamberdrums." - I said to him.

"One more thing." - The planter rummaged through his pockets and handled me a small piece of paper. There was a line written there by a trembling hand:

"TO THE LEADER OF CHAMBERDRUMS. WE NEED MORE CHEESE."

"Is that a joke? - I asked the migrant leader.

"I don't know." - He shrugged: "Someone left it by the campfire last night. I thought it might be important."

Now we have a new bookkeeper. Nuckles can go back to making mechanisms and constructing traps.

expedition leader	'Monitor Lizard' Alãthkokeb, e	[REQUIRE][DEMAND][MANDATE]
militia commander	'Magni' Elistun, Colonel	[REQUIRE][DEMAND][MANDATE]
sheriff	UACANT	
hammerer	UACANT	
manager	UACANT	
chief medical dwarf	UACANT	
broker	'Grim' Nintosid, broker	[REQUIRE][DEMAND][MANDATE]
bookkeeper	èzum Oltarnakas, Milker	[REQUIRE][DEMAND][MANDATE]
militia captain	'Grim' Nintosid, broker	[REQUIRE][DEMAND][MANDATE]
militia captain	NEW	

Enter: View Unit/Fill Vacancy

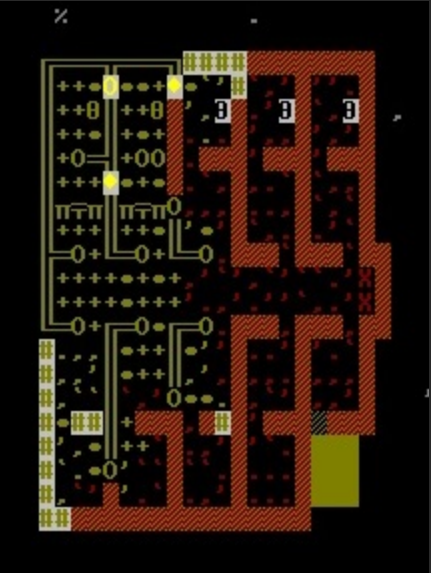
8293: Scroll

r: Replace

ESC: Done

s: Settings

The first rooms in our new quarters block are nearly finished. I've already started assigning rooms to the crew.



What is that? EWW IT'S A GIANT SNAIL. WHY IS LOCAL WILDLIFE SO SLIMY?



I'm going to move most of the workshops inside when we're finished with the construction of the basics.



The main entrance looks simple now, but we will change that later.



OOC note:
By the way, I love the characters' diaries you guys have been writing so far.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Timeless Bob** on **October 26, 2013, 01:27:16 pm**

If you want to lure the King, you have to make this fort your civ's capitol. All those nobles will be coming along as an entourage, each with their own mandates. (It's a zoo.) Fortunately, once he does come, just pin all the crimes from the justice screen on him - The poor widdle king will stay in the room of rotting cheese, locked up in a prison cell, eventually starving to death unless that cell is connected to a bunkhouse with beds lining the walls and a farm plot in the center. Add a well and assign each bed to one of the nobles who have been given the new job of "farming" - let them kill each other as mandates go ignored and the whole aristocracy eventually gives into tantrum spirals.

Or, just make sure there are enough cells/chains for all the nobles and spread the blame a bit. Chained up, caged up, walled in and ignored - soon enough you'll have your dungeon of death. Added benefit is that your civ will become a republic after the last noble has died. Vive la revolution!

Pluses if all this happens in a glassed-over pit so we can watch their bloody demise with satisfaction.

How do we make this our capitol?
Like this:
Spoiler (click to show/hide)
15,000☼ wealth in Architecture
5,000☼ in offerings (giving it away) to Dwarven caravan
Metropolis rank
Min Population: 140
Must perform 5 of the following sets over the course of one year with the Autumn caravan safely making it home:
50 crafting jobs
50 metal-related jobs
50 wood-related jobs
20 gem jobs
50 stone jobs
50 food jobs
Must be upgraded from a "City".

(The requirements to get to "Metropolis" from "Outpost" can be found here
(<http://dwarffortresswiki.org/index.php/DF2012:Fortress>).)

Robbing the caravan counts as a negative value to offerings, so that may be contrary to our interests if we really want to achieve this regicide.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Monitor Lisard** on **October 26, 2013, 01:45:41 pm**

Quote from: Timeless Bob on October 26, 2013, 01:27:16 pm

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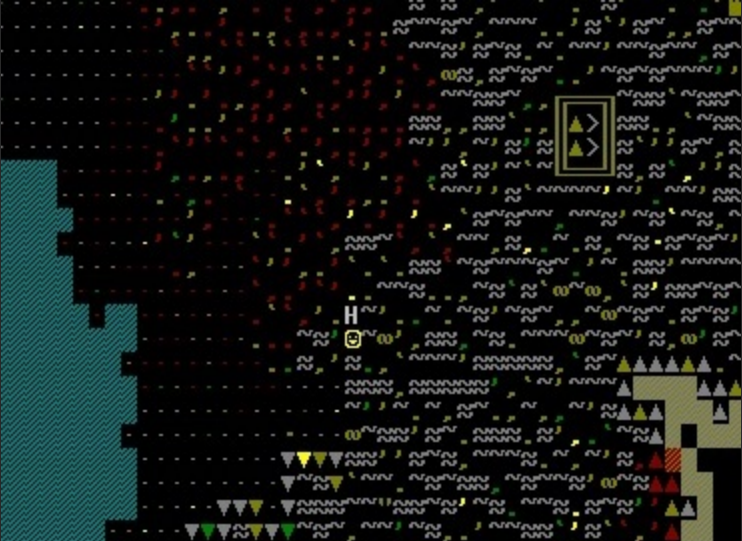
As the rules go, we must not rob the dwarven caravans. Everything should seem nice for them. But the list of requirements says: "5000 dorfbucks in offerings to a DWARVEN caravan.". I think the king wouldn't care if we treat elves as guests or kill them on sight.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **highmax28** on **October 26, 2013, 01:52:42 pm**

Quote from: Monitor Lisard on October 26, 2013, 01:45:41 pm

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(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen20-1.jpg.html>)

A swarm of giant wrens have just passed by. We should make some bone bolts to hunt them down.

Dwarf Fortress	
Citizens <15>	Pets/Livestock <5>
Others <8>	Dead/Missing <1>
Giant Wren	Wild Animal
Giant Wren	Wild Animal
Giant Wren	Wild Animal
Giant Wren	Wild Animal
Giant Wren	Wild Animal
Giant Wren	Wild Animal
Giant Wren	Wild Animal
Giant Wren	Wild Animal

(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen21-1.jpg.html>)

It's autumn already.

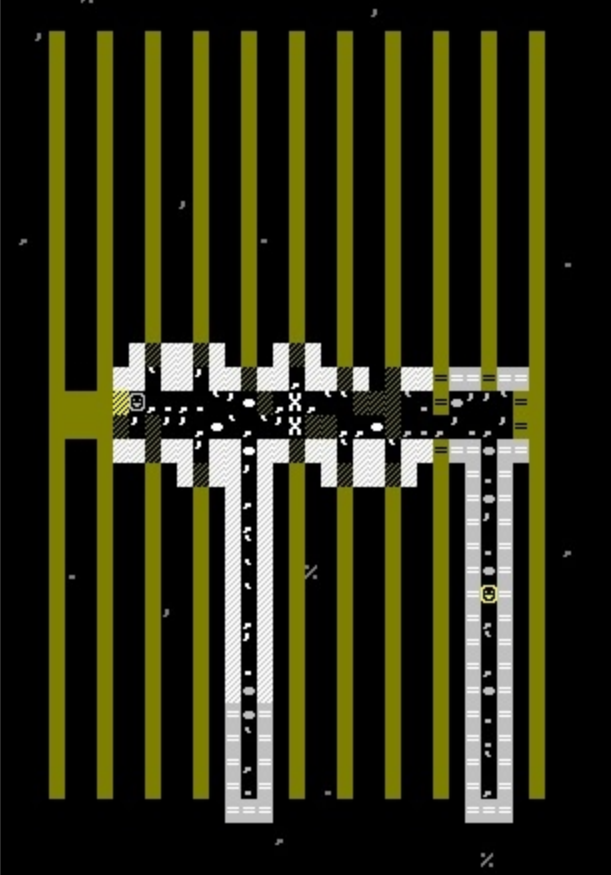
Page 1/1

7th Limestone, 12

'Magni' Elistun has become a militia commander.
'Nuckles' Zulbanetur has become a Macedwarf.
'Nuckles' Zulbanetur has become a Mechanic.
'Rufus' Stettadbomrek, Woodworker cancels Construct Bed: Needs logs.
'Magni' Elistun has become a militia commander.
'Monitor Lizard' Aláthkokeb has become a Miner.
'Daria' Adilsebsúr, Farmer cancels Brew Drink: Needs distillable item.
'Daria' Adilsebsúr, Farmer cancels Prepare Fine Meal: Needs unrotten cookable item.
'Grim' Mintosid, broker cancels Hunt: No ammunition.
'Daria' Adilsebsúr, Farmer cancels Brew Drink: Needs distillable item.
'Daria' Adilsebsúr, Farmer cancels Brew Drink: Needs distillable item.
It is now summer.
Some migrants have arrived.
'Magni' Elistun has become a militia commander.
'Daria' Adilsebsúr, Farmer cancels Brew Drink: Needs distillable item.
Aláth Rithalmôsh has become a Engraver.
You have struck kaolinite!
Moldath Mosusnish has become a Engraver.
Digging designation cancelled: damp stone located.
'Daria' Adilsebsúr, Farmer cancels Brew Drink: Needs distillable item.
'Grim' Mintosid, broker cancels Hunt: No ammunition.
'Daria' Adilsebsúr, Farmer cancels Brew Drink: Needs distillable item.
Sibrek Ledadag, Planter cancels Give Food: No food available.
Dodók Nokimag, Fishery Worker cancels Give Food: No food available.
Dodók Nokimag, Fishery Worker cancels Give Food: No food available.
'Magni' Elistun, Colonel cancels Detail Floor: Hunting vermin for food.
'Rufus' Stettadbomrek, Woodworker cancels Give Food: No food available.
'Rufus' Stettadbomrek, Woodworker cancels Give Food: No food available.
'FireCrazy' Tangathled has become a Recruit.
'FireCrazy' Tangathled has become a Miner.
The Stray Horse <Tame> has been slaughtered.
'Daria' Adilsebsúr, Farmer cancels Brew Drink: Needs distillable item.
→Autumn has come.
You have struck jet!
Zulban Biseklokum, Dwarven Child cancels Store Item in Barrel:
Interrupted by Giant Wren.

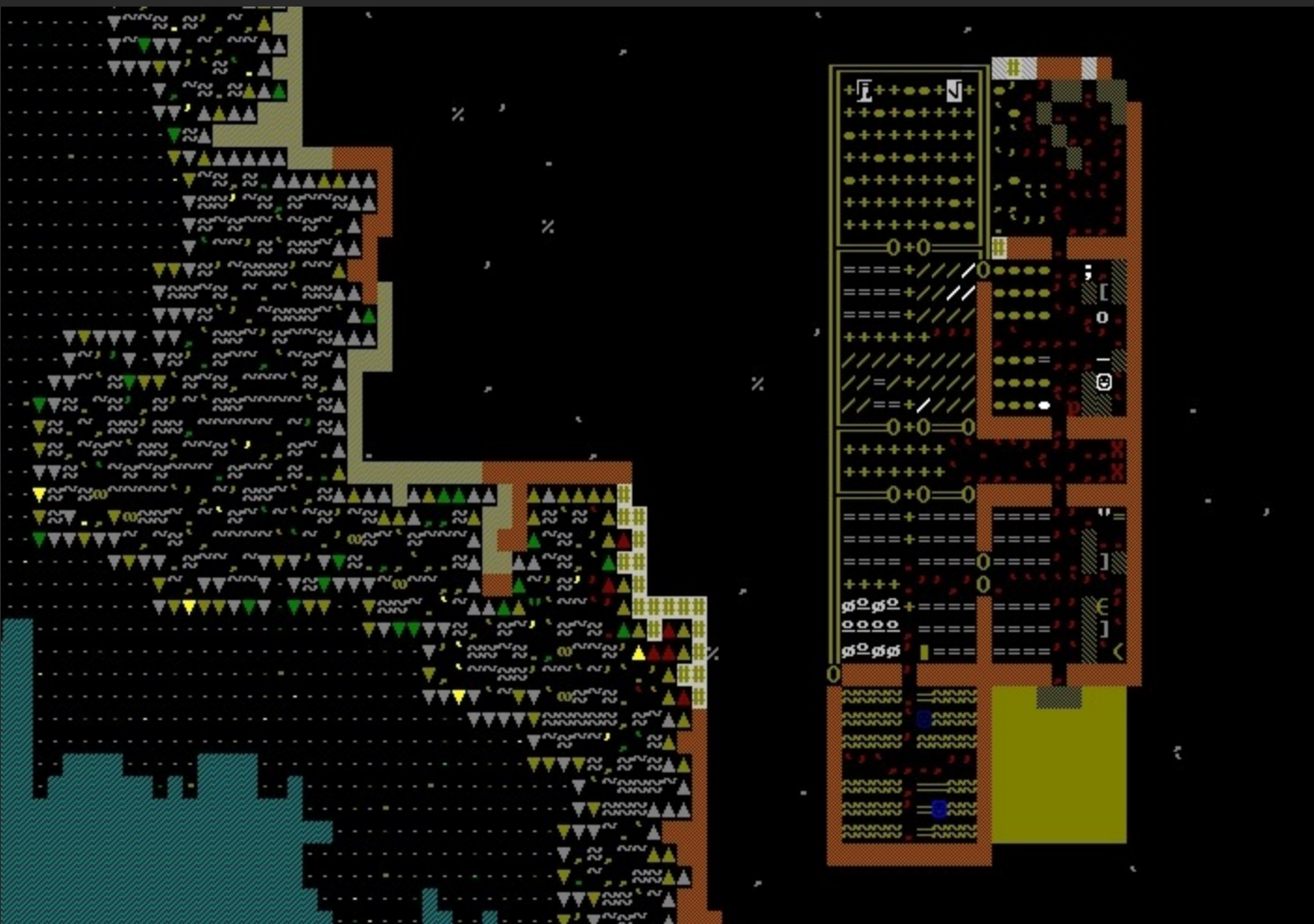
(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen22-1.jpg.html>)

If we are going to organise a militia and to build more traps, we should then find metals suitable for a weaponry production. Firecrazy's digging through the marble searching for minerals.



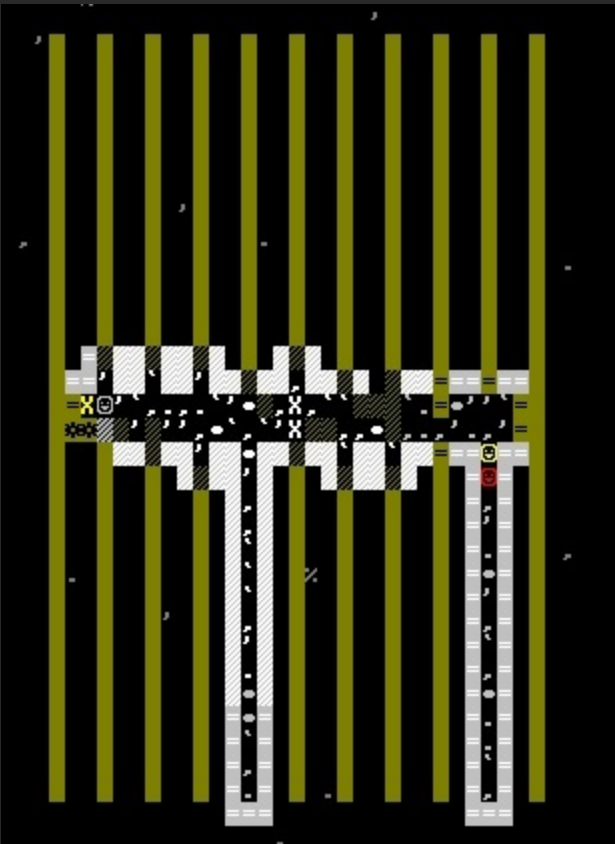
(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen23-1.jpg.html>)

We finally managed to organise an underground farm. Now we can produce raw materials for our kitchens and breweries. It still needs some plots with plump helmets.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen24-1.jpg.html>)

Our miner found some red spinels. Grim says thy're pretty valuable, about 100 dwarfbucks for the cut stone. Gonna sell those to the caravan from the Mountainhome when it comes here.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen25-1.jpg.html>)

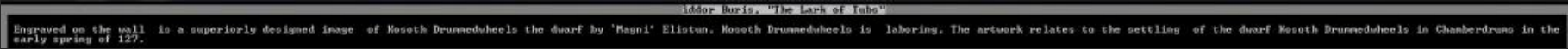
We started building a wall around the trade depot, so wagons will be able to come in from only one direction. Also, Nuckles suggested building a retracting bridge which would help us to seize the goods from elven caravans and keep our enemies outside.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen26-1.jpg.html>)

When I was walking around the fortress, I stumbled across Magni, who was engraving something on the wall. When we arrived, he took up a new hobby, because it wasn't much work for a weaponsmith around.

"What is it?" - I asked him.
"It's an engraving." - He answered, barely looking at me.
"I mean, who's that dwarf you're engraving?" - I pointed at the picture.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen27-1.jpg.html>)

"I found his name on a plank from the wagon. He's the one who might have been here before us." - Magni chuckled: "It's my rendition of him."
"Well, this engraving surely looks nice." - I said to him. It seems strange how our fortress is already full of pictures of those long-lost

dwarves. The only thing we know about them is just their names which are scribbled on the things that belonged to them once.

Ugh, not again! Local wildlife certainly looks gross.

Dwarf Fortress	
Citizens <15>	Pets/Livestock <5>
Others <2>	Dead/Missing <1>
Louse Man	Wild Animal
Louse Man	Wild Animal

(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen28-1.jpg.html>)

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **highmax28** on **October 27, 2013, 08:47:41 am**

Same name too? Odd coincidence... Maybe that's why I'm doing that engraving... I might throw up a journal or two soon

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Monitor Lisard** on **October 27, 2013, 03:07:28 pm**

Quote from: Timeless Bob on October 27, 2013, 05:53:29 am

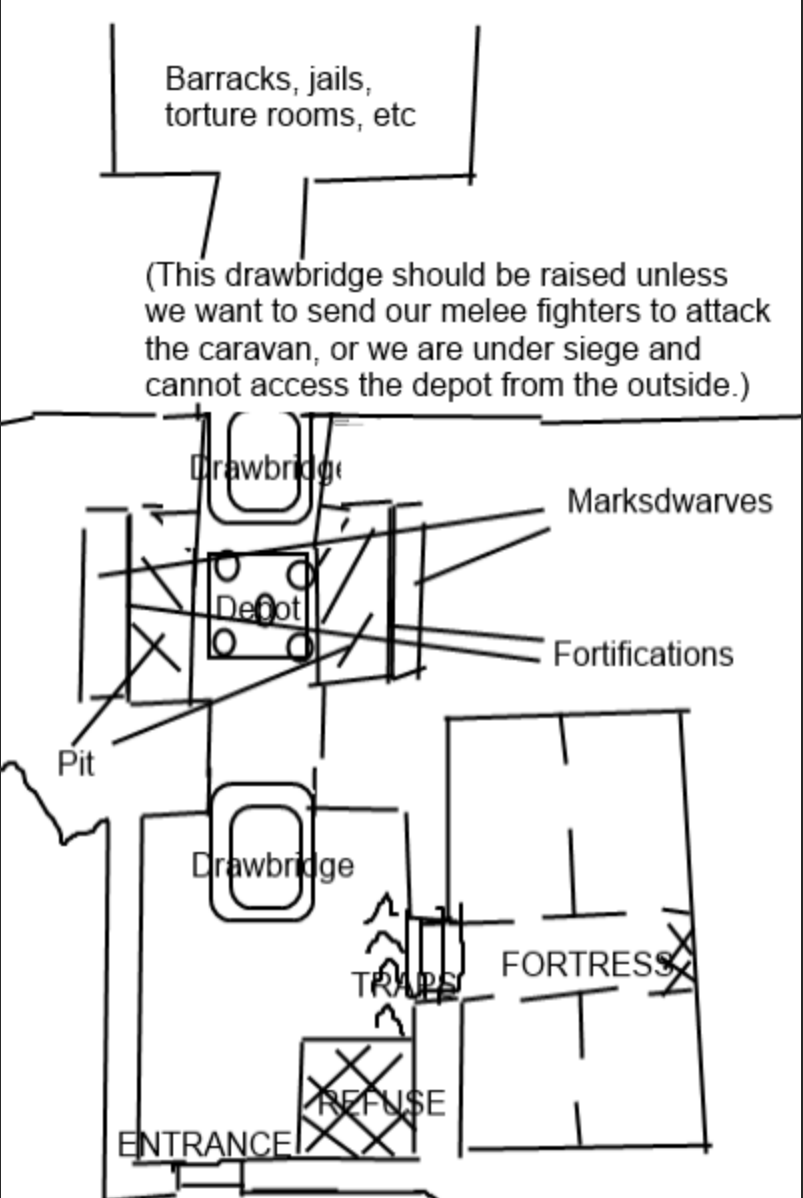
I wonder if we could capture the humans and elves, then sell them to the dwarven caravans as pets? (Edit of raws may be required...)

I don't know if sentient beings like dwarves, humans, elves and goblins could be sold without modding the raws, but here's the plan: we surround the Trade Depot with cage traps, and then attack the traders. They will turn hostile and get caught.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **FireCrazy** on **October 28, 2013, 06:11:56 am**

Journal of Miner Firecrazy:
ENTRY #3

I've had nothing to do but mining alot these past months, so I drew up a plan for the trade depot. I gave it to Lizard to have a look at.



NOTE: Cage traps around the trade depot, forgotten to add them in.

The plan is we get the caravan to the trade depot, seal off the entrance (Unless they're dwarves, which we will trade with) and then send our marksdwarves to shoot at them, causing them to stumble into our cage traps and be captured. If we want to, we can send the melee dwarves in from the top, but it's a useless waste of lives when we can just shoot at them. We can also starve the traders if we want to, or seize the goods, but that's no fun.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grim Portent** on **October 28, 2013, 06:32:11 am**

Journal of Grim

I overheard Firecrazy and Lizard talking about building a trade depot, it's about time, what if some traders had arrived and we couldn't buy anything from them? The miners dug up some nice gemstones. Not the most precious I've ever seen, but very nice regardless. We should be able to shore up our supplies by trading them to the caravans when they come.

Dear Armok, I've seen a copy of the plans for this 'trade depot' of theirs. They want to kill and kidnap traders! The fools! Why take things by force when we can get them so easily through discussion and negotiation? They can kill innocent people all they want but I'll be having no part of this madness.

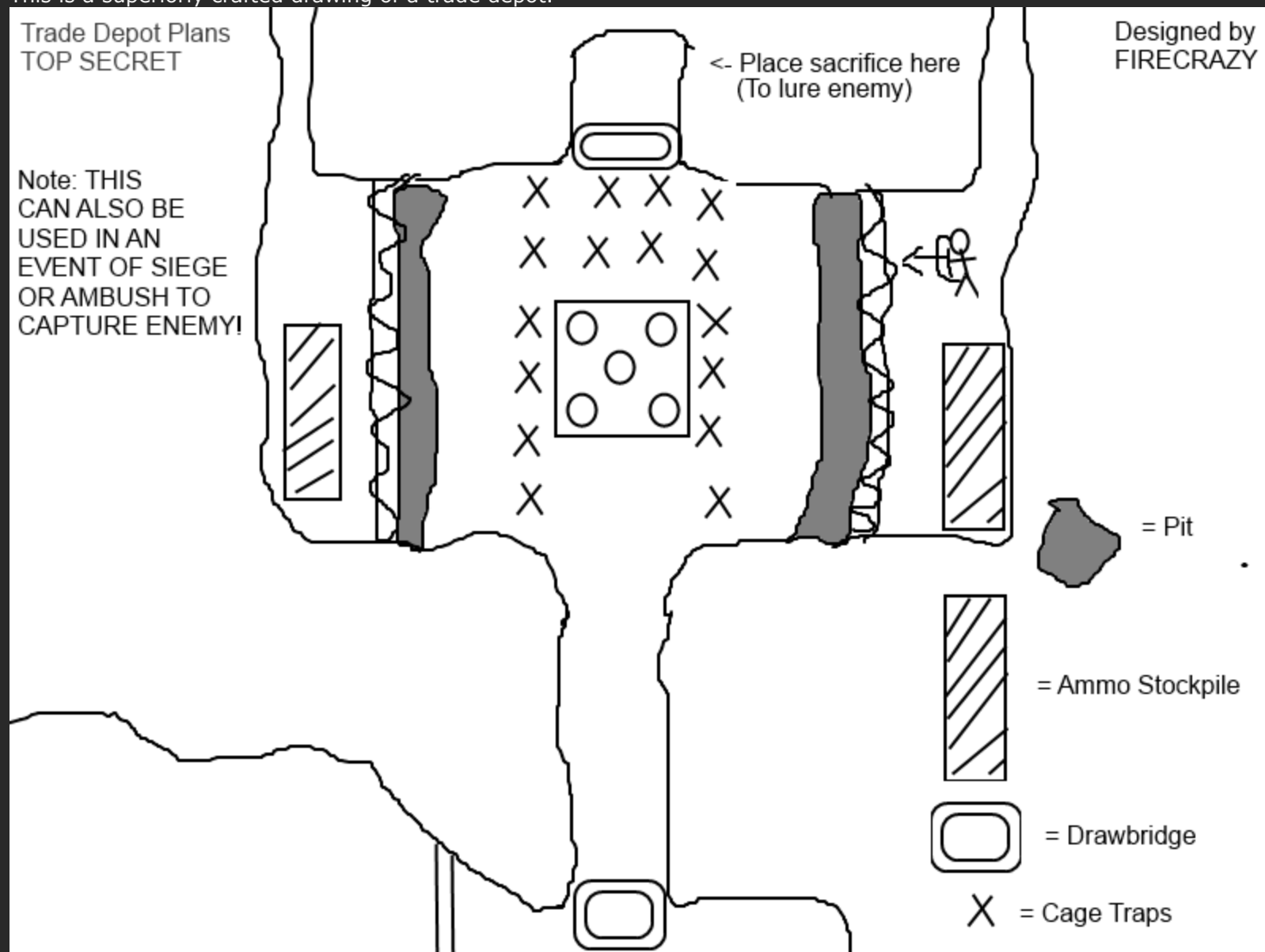
Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **4maskwolf** on **October 28, 2013, 09:01:44 am**

I'd like to claim a spot on the dwarf list. Maskwolf is a miner/jeweler who got on the wrong side of the law when he was caught stealing gemstones in order to run his illegal gem smuggling buisness. Ever since, he has been in and out of jail multiple times, until he finally

If a miner/jeweler is too hard, just dwarf me as a gemcutter and enable mining+give pick.

Journal of miner Firecrazy:
ENTRY #4

This is a superiorly crafted drawing of a trade depot.



Is there any danger of marksdwarves hitting each other if they miss a target in the trade depot? I've always built mi kill rooms with only 1 or 2 walls with fortifications. I've read that ballista friendly fire... Isn't, but i don't know about crossbows.

Another thought: if the ground is really bad for livestock, we could crash the first cave, seal it off and then carve out a wonderful underground pasture and/or tree farm. My solo fort has found great success with this. Also makes sieges even more trivial.

From the personal log of Monitor Lizard, expedition leader:

Another wave of migrants arrived. Now we're up to 20 dwarves. Four of them were soldiers from the penal battalion. They were sent here to "ensure our safety". Huh, I doubt they are willing to protect anybody, they actually look like common thugs to me.

Dwarf Fortress	
Citizens (16)	Pets/Livestock (5)
Others (2)	Dead/Missing (1)
'FireCrazy' Fangathled, Miner	Dig
'Monitor Lizard' Aláthkokeb, expedition leader	Dig
'Rufus' Stettadbomrek, Woodworker	On Break
'Magni' Elistun, Colonel	Individual Combat Drill
'Grim' Mintosid, broker	On Break
Aláth Rithalmôsh, Engraver	Detail Floor
Moldath Mosusnish, Engraver	Detail Floor
SibreK Ledadag, Engraver	Make rock Instrument
Hail Sdarguail, Clothier	Plant Seeds
Wodk Mestleng, Dismay Worker	Store Item in Stockpile
Olon Loloranost, Farmer	No Job
'Daria' Adilsebsúr, Herbalist	Gather Plants
'Muckles' Zulbanetur, Mechanic	Load Stone Trap
Zeus Oltarnakas, bookkeeper	Sleep
Zulban Bisekinkun, Dwarfen Child	
Rai Ukhiloláth, Dwarfen Child	

(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen29.jpg.html>)

At least, we now have more dwarves in our melee squad.

Momuz Uzolzeg, Woodcutter
Competent Speardwarf
Enter: Assign to squad

SQUADS/LEADERS	SQUAD POSITIONS	CANDIDATES
The Tactical Flags	1. `Magni` Elistun, Colonel	`Mntr Lzrd` Alãthkkb, expdt
The Tundras of Metal	2. `Nuckles` Zulbntr, Mchnc	Dodók Nokimag, Fishery Wrkr
	3. `Daria` Adlsbsúr, Hrb1st	Alãth Rithalmôsh, Engraver
	4. `Rufs` Stttdbmrk, Wdwrkr	Moldath Mosusnish, Engraver
	5. `FireCrazy` Ingthld, Mnr	ëzum Oltarnakas, bookkeeper
	6. AVAILABLE	SibreK Ledadag, Engraver
	7. AVAILABLE	Adil Udargusil, Clothier
	8. AVAILABLE	Olon Loloramost, Farmer
	9. AVAILABLE	Momuz Uzolzeg, Woodcutter
	10. AVAILABLE	Kib Likotsefol, Butcher
		Zefon Gisëkavuz, Woodcutter

p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition

ESC: Done 234689: Move selector s: Schedule

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen30.jpg.html)

It started raining. I haven't seen a rain here since we arrived.

Digging designation cancelled: damp stone located.
Some migrants have arrived.
→It has started raining.
Digging designation cancelled: damp stone located.
`FireCrazy` Tangathled has become a Recruit.
`FireCrazy` Tangathled has become a Miner.

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen31.jpg.html)

A donkey foal died of hunger. I ordered to butcher the rest of the grazers excluding one tame llama. It lacks the proper amount af grass to start a profitable cattle farm here.

→The Stray Donkey Foal <Tame> has starved to death.

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen32.jpg.html)

Also, or head doctor fell into a strange mood and started running around, gathering the resources.

Alãth Rithalmôsh, chief medical dwarf cancels Store Item in Stockpile:
Taken by mood.
→Alãth Rithalmôsh, chief medical dwarf has been possessed!

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen33.jpg.html)

He claimed a craftsddwarf's shop and only took one piece of caolinite with him. I wonder what he's going to do with it.

Dwarf Fortress



Craftsdwarf's Workshop

sandstone [B]
kaolinite TSK

f: Forbid d: Dump m: Melt
Enter: View +-*/: Select
ESC: Done h: Hide

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen34.jpg.html)

He prodused a kaolinite ring. Some dwarves might call it " a useless bauble", but I think it is truly beautiful.

Anuddëg, "Thunderedevened", a kaolinite ring

This is a kaolinite ring. All craftsddwarfship is of the highest quality. This object menaces with spikes of kaolinite.

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen35.jpg.html)

Traders from Mountainhomes finally arrived! I greeted them at the gates. We can now trade some of our goods for more wood and drinks.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen38.jpg.html>)

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Monitor Lisard** on **October 28, 2013, 02:11:08 pm**

OOO note: I decided to do a third-person storyline along with the usual updates. I'll finish my turn on Wednesday.

Chapter 1
THE LEADER

- Come in, guys, we shall start in a minute! - Monitor Lisard opened the door and lead everyone to the food storage. It was also used as a meeting hall, with makeshift chairs and flat stones scattered around the large room. The dwarves sat down in circle, grumbling about cramped conditions.

- Magni, Firecrazy, Rufus, Grim, Daria, Nuckles... Alright, everyone's in. Let's begin our meeting. - Lizard waved to the miner and he pulled a huge bag from under his seat.

- What is it? A bale of dry blade weed, I assume? - Nuckles chucled and looked at his teammates.

- Alright, crew. Show us the plan, pal.- FireCrazy opened the bag and laid a strange map on the floor. It looked more like a blueprint, with walls, bridges and mechanisemes marked on it.

- Our miner suggests us to build a very special system of fortifications that will enables us to kidnap some of the traders that will come to us. It will also help us to fight goblin gangs and other enemies. - Monitor Lisard pointed at the map. - Shouldn't take very long to build those... I think we shoulf add some underground passageways with cage traps to lure goblins in, and it will be enough. What's your opinion.

Everyone was appreciating the map exept Grim. He was staring at the map blankly.

- What's the problem, friend? - Lizard looked him in the face. Grim sighed:

- I do not approve of this. We've already done a lot... - He frowned - Look, I understand, you people like the idea but... Kidnapping someone... I've never done this before, and I'm not going to do this.

- Hey, I spent much time developing this plan! - FireCrazy shouted.

- Don't scream, FireCrazy. We heard you perfectly well. - Lisard grimased.

- I like the idea, actually. If we will be able to get a ransom for them, we might buy some new weapons. - Magni scratched his jaw. - Sounds pretty good.

- I'm not sure. Isn't it too much? - Daria said. - We've got enough problems with the law already.

- I don't know, guys. - Rufus rose to his feet. - I'm not much of a criminal tactician.

- Alright, I think we should build at least those fortifications. - Lizard pointed at the blueprint again. - Goblin warbads might be roaming nearby. We'll decide about the details later. Everyone may go... Wait, Grim. - Lizard turned to the broker - Mind if we talk a bit?

Everyone exept Grim left the room. The broker was sitting motionless, mumbling something to himself.

- What have I done... Why did I accept thad job...

- Don't blame yourself, Grim. - Lizard looked at him - It's not you fault. I know, you don't want to follow the path of a criminal anymore. The broker looked at the expedition leader and nodded.

- The only thing they want is more money... - He said in a raspy voise.

- It's not true. - Lizard sat in front of the her teammate - And you know it. It's just how the society ripped or hopes apart. Look at Rufus. He's a honest, trustworthy and hard-working dwarf. And where is he now? He's with us.

- I know. I understand. - Grim roze on his feet and walked to the door. Then he turned to Monitor Lizard.

- Thank you. - He said quietly.

- You're welcome.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Timeless Bob** on **October 28, 2013, 02:19:50 pm**

Daria would like to request a chest of drawers (cabinet) for her living area. She expects to get some fancy silken underthings (leggings) next time the caravan comes through. Red ones!

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **FireCrazy** on **October 29, 2013, 03:54:00 am**

Quote from: Grimmash on October 28, 2013, 10:11:16 am

Is there any danger of marksdwarves hitting each other if they miss a target in the trade depot? I've always built mi kill rooms with only 1 or 2 walls with fortifications. I've read that ballista friendly fire... Isn't, but i don't know about crossbows.

Once i sent out a melee squad to finish the disabled goblins being shot down by my marksdwarves in a 3 wide hallway. I don't think anyone got shot by the marksdwarves, so I can safely say there will be no friendly fire. Even so, both sides will have fortifications, and you can't shoot through them unless your right next to it or if you're a elite marksdwarf, which i doubt will be happening very soon. Though, im worried the elves might bring elite archers, so I should have some sort of bridge that can retract outside the fortifications when needed to..

edit:

```
OOOOBBB000000000000
O          VVBFM AA O
O XXXXXXXX VVBFM AA O
O XDDDDDX  VVBFM AA O
O XDDDDDX  VVBFM AA O
G XDDDDDX  VVBFM AA O
O XDDDDDX  VVBFM AA O
O XDDDDDX  VVBFM AA O
O XXXXXXXX VVBFM AA O
O          VVBFM  O
OOOOBBB0000000000DO
```


O = walls
D = Depot
V = pit
G = Floodgate(If we want to flood it with magma or water)
F = Fortification
M = Marksdwarf
A = Ammo stockpile
D = door
B = Drawbridge

Or, we could use water from floodgate to push the traders/siegers/ambushers into the pit and lead them through a tunnel with cage traps. We could also use the floodgate to push the corpses/trade goods from the depot into the pit for fast collection, so that another wagon can take its place.
By the way, I removed 1 of the marksdwarf fortifications since there is no point in it, and its inefficient.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Aseaheru** on **October 29, 2013, 05:57:02 am**

Whats the CMD look like? I may take them...

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Spazbot** on **October 29, 2013, 06:06:51 am**

May i be dorf'd in the next migrant wave as "Spazbot", a mentally unstable individual in favor of large sharp objects?

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **darkrider2** on **October 29, 2013, 08:02:20 am**

AngleDark peered down from his tower post, spitting a sizable glob of mucus over the edge, there was an audible 'glop' as it hit the ground ten stories below. Today was an important day, there would be no going back, even now the raiders were deep in the dungeons eeking ever closer to the kings treasures. A muffled 'boom' escaped the fortress interior, then again, and once more, the church of [~some diety here~] was ringing their bell, that was the signal to start. Though it was low out here, the sounds of the bell reverberated all throughout the mountainhall interior, from the forges to the dining hall, there was no one unaware of its presence.

AngleDark laid his crossbow on the fortification, and loaded it with a well-crafted copper bolt, encrusted with chrysoberyl. Three months ago his mates raided the gem stores and collected a good bounty, but there weren't nearly enough buyers to get all the gems out, at the time the solution seemed simple, hide the gems, that's when AngleDark learned gem setting. In the past month AngleDark became obsessed with the mining, cutting, and setting of gems, rumors spread around the barracks that each and every of his bolts had a different color gem encrusted upon it, AngleDark could not stop thinking about the other gems still stored in the hideout.

The plan was for AngleDark to make a distraction, by feigning berserker and shooting the guards along the outer gates, but as he gazed into the chrysoberyl now suspended upon a string, he could only think of the vast stores of gems he could be using. He fired. A shriek pierced the sky as a small creature with floppy ears fell over. AngleDark yelled to the other guardsman.

"Hey Urist! That makes five!"

Urist shrugged.

Why am I telling you this? Because there is no honor among thieves my friend, but that runs both ways. The raiders in the kings dungeon were desperate to keep their lives after being captured, and expunged my name to the king, I don't blame them. As I was having the living shit beat out of me, I could only think about the horde of gems still unencrusted, perhaps it was my mind attempting to think of anything but the pain, perhaps, I was going fey, as they call it.

But anyway, now I'm locked in a room near the outer gatehouse, being watched over in the same towers I used to inhabit, there's a bunch of other blokes in here, chained up, supposedly they were also 'involved' but I swear I've never seen half of em in me life. The duke himself came down and gave us a big ol' speech, from a safe distance, smug bastard. They were sending us to this place called ChamberDrums, sounds dreadful, but I'll take it over being hunted down by the still free members of our gang...

ahem

Sign me up for a turn.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Ruhn** on **October 29, 2013, 03:47:34 pm**

Personal Diary of Nuckles
Another batch of new faces arrived today, and these look more like the criminals I'd expect to be sent out here. I didn't recognize most, but one of the thug soldiers was scowling at me pretty hard. Maybe I stole something from his crew once? And another... looks familiar now. I'll have to re-introduce myself later, I think I did a job with her a few years back.

Lizard called us for a special meeting, we all sat down in a circle and I was SURE we were going to start smoking some Blade to celebrate recent success. To my disappointment, we were shown some blueprints instead. FireCrazy's plan looks pretty good, he wants to flood the depot and wash all the stuff down into a pit. No surprise there, he did something similar in the royal mines a while back. Who know what kind of plates and floodgates that will take to drain and sort the goods. A drawbridge should work to seal off the top. Looks like plenty of honest work is lined up- it's like I've gone legit or something!

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Grimmash** on **October 29, 2013, 09:54:31 pm**

The Journal of Grimmash

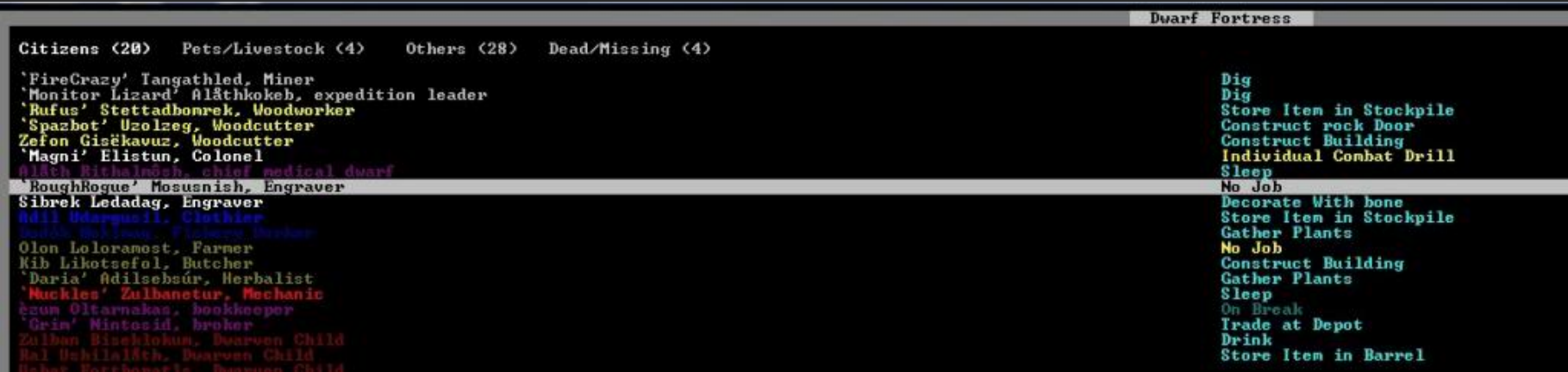
Chapter 2 – Dwarfus Interruptus

Entry 8 – 22nd Moonstone, 127

I’ve been in this cell for at least two months, waiting for my new “home” to be decided. Most of the recent criminals have been sent to some new backwater called “Chamberdrums” under the guise of founding a new trade depot. Perhaps, if Armok decides to show me some favor, I’ll be sent there. The nobles assume the fledgling fortress will fail but I’ve heard talk of how close many of those exiled convicts came to pulling off their various plans. Letting the prisoners create their own society far from the watchful eyes of the Mountain home sounds like a delightful opportunity to enact my revenge.

It even seems they sent the entire crew that filled this dank jail. It seems a funny twist of fate that those who helped break my loyalty to the King and caused me such pain could be my new brothers in labor. There is a certain beauty that those whose actions led to my hammering may also be those who help me deliver retribution. I can only hope that if I am exiled to Chamberdrums these dwarves share my resentment.

From the personal log of Monitor Lizard, expedition leader:
I've been thinking of involving the migrants in our "business". The crew lost three dwarves back in the mountainhome, so now we need to bring new members into our team. I checked the list of current residents. Two of our newcomers particularly attracted my interest: RoughRogue, our engraver and Spazbot, who is a spearman and woodcutter. i might talk to them later.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen1-2.jpg.html>)

We've started excavating a tunnel for the FireCrazy's Trade depot project. I discussed the engineering side of the construction with Nuckles - he's finished building the first bridge a few days ago.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen2-2.jpg.html>)

FireCrazy and I were digging through clay and sandstone under the future trading site when suddenly our miner stopped swinging his pick and stood still with astounded look on his face.
- What happened? - I came closer to him. He pointed at the wall.
- Look closer, Lizard.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen3-2.jpg.html>)

We found gold. I gave FireCrazy an astonished look. He said joyfully:
"I wouldn't mind having a fancy golden cabinet in my quarters."

Later that day I had a meeting with the outpost liason. I barely listened to him, and when he asked what goods we would like to request, I replied "Everything, including more cheese." I think he was satisfied with that answer.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen4-2.jpg.html>)

After that we discussed our export agreement. Here's the list of the goods they want there in the Mountainhome.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen5-2.jpg.html>)

Traders gathered their goods, and headed back to the Mountainhome, leaving behind random goods scattered across the trade depot. A kobold tried to steal something, but got caught by the caravan guard and was killed.

I asked Magni and Nuckles to construct a smelter and a wood burner so we can start smelting gold ingots.



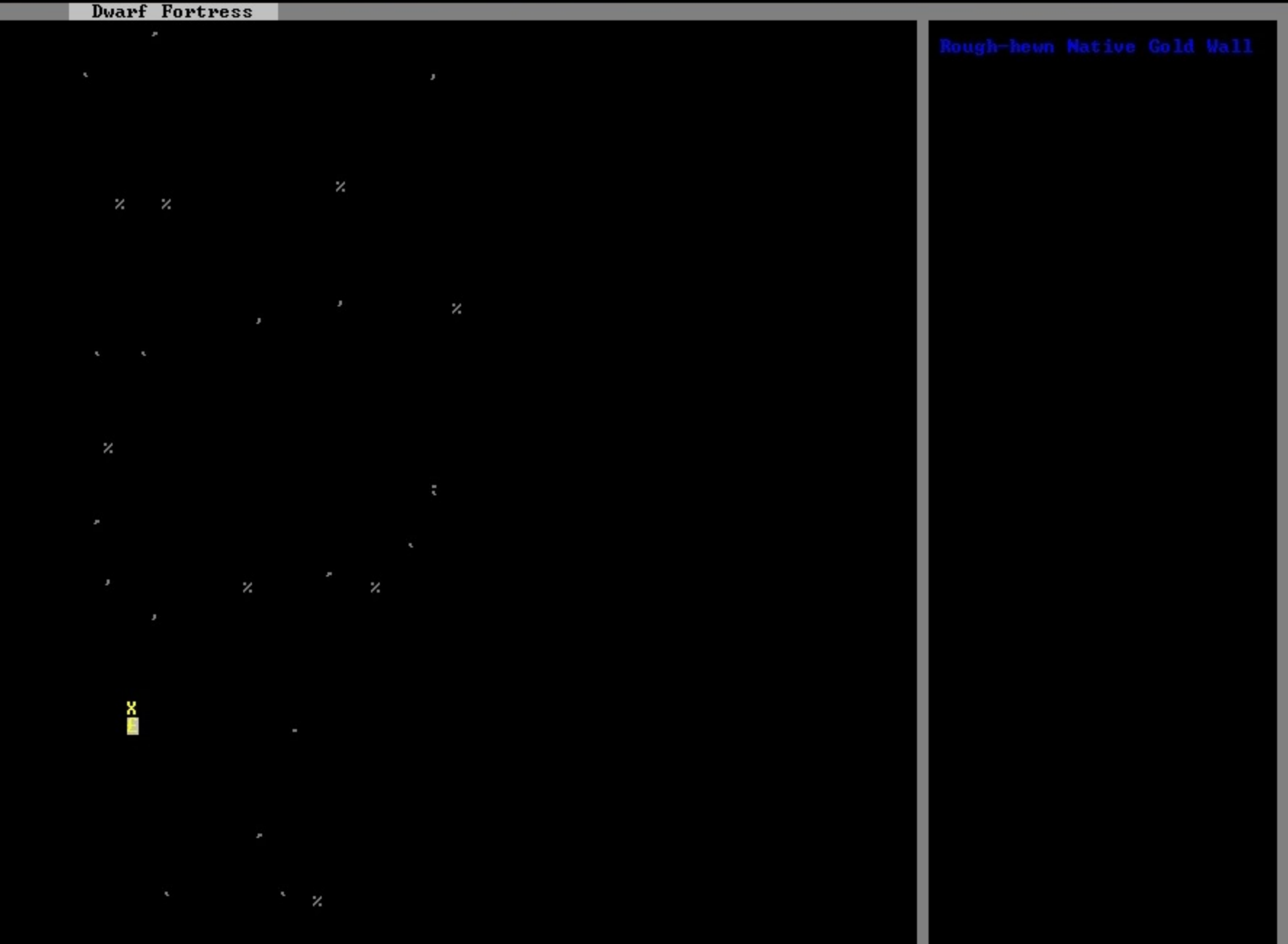
(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen6-2.jpg.html>)

The construction of our new trade depot is still going. We are now constructing walls and fortifications there.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen7-2.jpg.html>)

And yes, we found more gold deeper in ground! Now it's a vein, not a cluster.



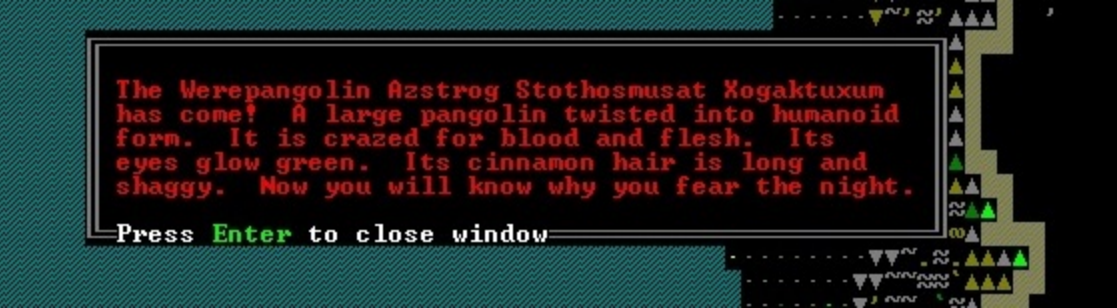
(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen8-2.jpg.html>)

The channel around the trade depot can be accessed from the barracks. We found the first batch of gold there.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen9-3.jpg.html>)

Some crazy-ass beastlike guy appeared on top of the hill and mauled a tame lama. I ordered residents to hide behind the wall while soldiers grabbed whair weapons ready to beat the shit outta this f***er.



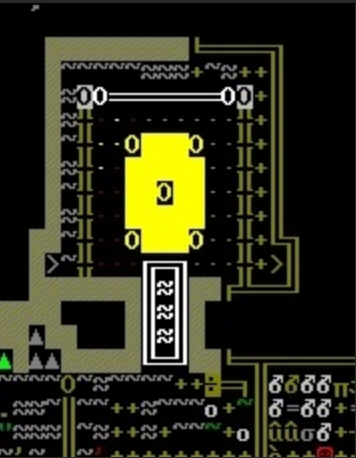
(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen10-3.jpg.html>)

He rushed towards the gates, but then he transformed into a goblin and stopped. Oh, so ye come in like a f***ing tornado, crushing everything you see... And now you're running away. SCREW YOU, GREEN ASSHOLE!

Dodók Nokinag, Fishery Worker, cancels Store Item in Stockpile: Drop-off inaccessible.
→Azstrog Stothosmusat Xogaktuxum, Werepangolin has transformed into a goblin!
'Grim' Nintositd, broker cancels Store Item in Stockpile: Drop-off inaccessible.

(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen11-3.jpg.html>)

When other caravans arrive, we'll show those bureaucrats from the Mountinhome what it means to the word "rich". We've constructed a new trade depot... From a solid gold!



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen12-3.jpg.html>)

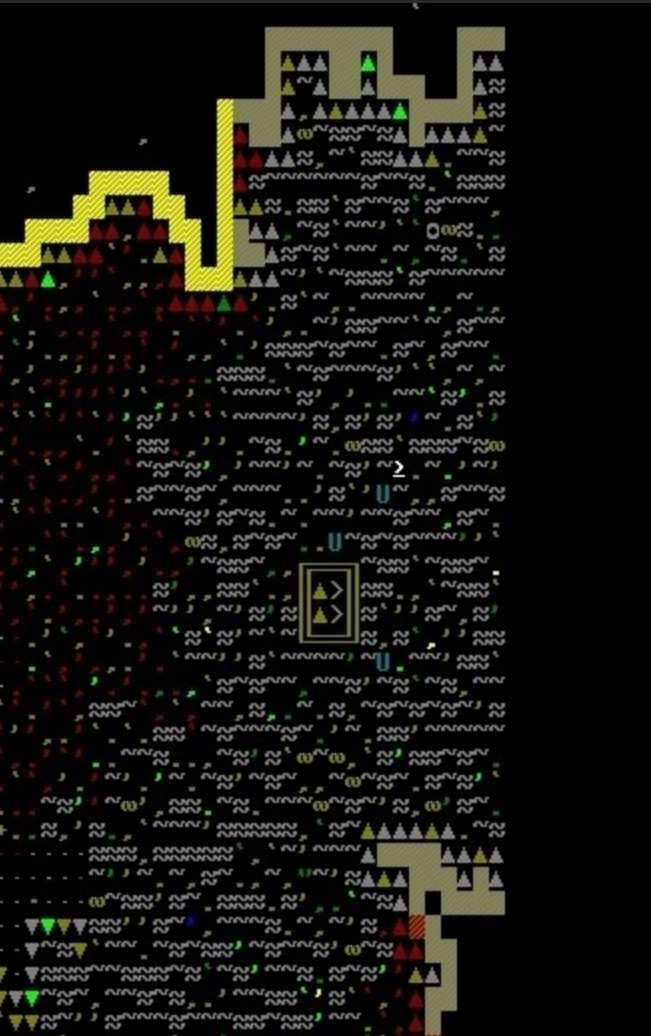
Wait, what's that noize? WE ARE UNDER ATTACK! RAISE THE BRIDGE! PULL THE F***ING LEVER ALREADY!

The dead walk! I ordered melee soldiers to gather next to the entrance, and marksdwarves to stay at the tower.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen13-1.jpg.html>)

The corpses are approached the tower. We started shooting at them, wasting our ammo as the necromancer, who apparently was nearby, could easily raise the bodies again.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen14-1.jpg.html>)

Spring has arrived. We're currently under lockdown, though the necromanser somehow managed to raise horse's hair and yak's skin or some other dead animals' bodyparts that lay in the butchery. Those were struck down by the traps and have remained motionless since then.

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Alâth Rithalmôsh, chief medical dwarf cancels Store Item in Stockpile: Item inaccessible.
Alâth Rithalmôsh, chief medical dwarf cancels Store Item in Stockpile: Item inaccessible.
'RoughRogue' Mosusnish, Engraver cancels Store Item in Stockpile: Item inaccessible.
Adil Udargusil, Clothier cancels Store Item in Stockpile: Item inaccessible.
èzum Oltarnakas, bookkeeper cancels Store Item in Stockpile: Item inaccessible.
Alâth Rithalmôsh, chief medical dwarf cancels Store Item in Stockpile: Item inaccessible.
èzum Oltarnakas, bookkeeper cancels Store Item in Stockpile: Item inaccessible.
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Alâth Rithalmôsh, chief medical dwarf cancels Store Item in Stockpile: Item inaccessible.
'RoughRogue' Mosusnish, Engraver cancels Store Item in Stockpile: Item inaccessible.
èzum Oltarnakas, bookkeeper cancels Store Item in Stockpile: Item inaccessible.
Alâth Rithalmôsh, chief medical dwarf cancels Store Item in Stockpile: Item inaccessible.
→Spring has arrived!
Adil Udargusil, Clothier cancels Store Item in Stockpile: Item inaccessible.
Adil Udargusil, Clothier cancels Construct Building: Interrupted by Human Corpse.
The dwarves suspended the construction of Floor.

(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen15-1.jpg.html>)

The soldiers are positioned near the entrance, ready to charge at the enemy.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen16-1.jpg.html>)

I managed to take a peek at the necromanser from the tower. He's a dwarf, and it really infuriates me.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen17-1.jpg.html>)

We tried to shoot him, but he was too far, and we were low on ammo.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFscreen18-1.jpg.html>)

I'm tired of being a fortress overseer. The previous year was pretty eventful, and I think it's time for me to take a break. Let the dwarves of Chamberdrums choose their next leader.

I'll upload the save in a while.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Aseaheru** on **October 30, 2013, 03:10:57 pm**

Whats the CMD look like? I may take them...

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **RoughRogue** on **October 30, 2013, 04:10:31 pm**

Sign me up to the players list.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **October 30, 2013, 05:09:35 pm**

Looks like I can expect a Fun year as overseer.

Gold, corpses, werebeasts and thieves. Sounds like my kind of place. :D

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **RoughRogue** on **October 30, 2013, 07:02:46 pm**

From the diary of 'RoughRogue' Mosusnish

Can't remember what was the name of that strange dorf back in M-home, but his weed was as awesome as his booze! Uh, that was pretty cool and pretty realistic trip. I almost believe that I really was in the caravan leading to the outpost of whatchamacallit... Drumbass? Bassdrums? Er... Somethin' related to the drums I guess. There were some goblins on the way and someone smashed'em to the dirt, maybe it was me. After arrival to that Drumstuff fortress I had been made an engraver and even got own room and tools and stuff... and then... then... WAIT WHAT?!! Wasn't it a trip? Aw carp, where am I? They say it's local outpost of Chamberdrums and they've never heard 'bout my formal home. Shit shit shit shit... I need a drink. Or weed, that'd be better. But wha... Where's that wonderful smell comin' from? It's not a dream, they must have some goddamn Blade here! Heh heh, looks like I got a nice new home...

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **FireCrazy** on **October 31, 2013, 03:15:41 am**

Journal of Miner Firecrazy
Entry #5

We struck gold while mining out the pits for the cage traps! This must mean good luck for the depot we're building. In fact, we're building the trade depot out of the gold to show the traders our wealth. Plus, a kobold must have heard about our wealth and decided to steal something. Luckily, the caravan guards managed to take care of him easily.

Entry #6

Whoa whoa, what? Some kind of crazy beast decided to destroy everything and then turn into a goblin and run away. I haven't heard if we managed to catch him or not.. Wait, what is that noise?

Entry #7

ZOMBIES?! You have to be kidding me. The dead! I did not expect them at all. The whole fortress was immediately mobilized and the marksdwarves on the tower started shooting at the undead as they came by. I tried to tell them to shoot at the necromancer, not the mindless zombies, since they can easily be revived by the necromancer. Idiots! Some skin and hair started to come alive in the butchery, but our cage traps took care of them pretty fast. I should start thinking of countermeasures to combat the undead... But for now, we're going to try and kill the necromancer.

Entry #8

The necromancer is a dwarf! Maybe we could negotiate.. After all, we're criminals too, and we hate the king. If not, we could try to capture him. Learn the secrets of life and death from him and stuff. I'm thinking we use the trade depot traps, but I don't think those are completed. Also, apparently Lizard is tired of being fortress overseer and wants to resign. Are you serious? We're still in the middle of a necromancer emergency, in case you haven't forgotten..

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Timeless Bob** on **October 31, 2013, 07:02:35 am**

Catapult practice anybody?

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Monitor Lisard** on **October 31, 2013, 01:25:45 pm**

Here's the save:
http://dffd.wimbli.com/file.php?id=8095

- Notes to the future overseer:
1. All the dwarves are currently at the main burrow. You can turn off the alert because the bridge is now up, and we should gather the bones that lay next to the door outside.
 2. We're out of bolts. You should make more of them.
 3. There's a hole in the ground near the hospital. It leads to the aquifier, so you can build a well above it.
 4. It might be a good idea to dig more rooms for the future migrants.
 5. Please, dorf Aseaheru and Maskwolf.

Quote from: Aseaheru on October 30, 2013, 03:10:57 pm

Whats the CMD look like? I may take them...

Sorry, I just did not understand the question the first time. :) You want to see chief medical dwarf's stats and description, right? Here's his file (A picture o him included). :)



(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreenCMD1.jpg.html)



(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreenCMD1.jpg.html)



(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreenCMD1.jpg.html)

He hasn't been dorfed yet, so you can take him.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **October 31, 2013, 01:40:50 pm**

I've got the save, it's working and I'll have an update sometime tonight or tomorrow.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Aseaheru** on **October 31, 2013, 04:55:08 pm**

Who are his gods? I may take him.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **October 31, 2013, 05:52:03 pm**

Quote from: Monitor Lisard on October 31, 2013, 01:25:45 pm

5. Please, dorf Aseaheru and Maskwolf.

Wait, does this mean that there are dwarves in the fortress that are unclaimed? Because I'll probably just scrap my idea and use one of the dwarves currently there if that's the case.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 01, 2013, 03:14:38 am**

Quote from: Aseaheru on October 31, 2013, 04:55:08 pm

Who are his gods? I may take him.

I'll try to post the screenshots this evening.

Quote from: 4maskwolf on October 31, 2013, 05:52:03 pm

Quote from: Monitor Lisard on October 31, 2013, 01:25:45 pm

5. Please, dorf Aseaheru and Maskwolf.

Wait, does this mean that there are dwarves in the fortress that are unclaimed? Because I'll probably just scrap my idea and use one of the dwarves currently there if that's the case.

They're a lot of those, actually. Unless Grim Portent opened the gates and let the corpses party inside. :)

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 06:55:22 am**

What are the unnamed dwarves?

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **November 01, 2013, 09:36:59 am**

Quote from: Monitor Lisard on November 01, 2013, 03:14:38 am

They're a lot of those, actually. Unless Grim Portent opened the gates and let the corpses party inside. :)

I have a strict 'No shirt, No shoes, No skin, No service.' policy. :P

Helps keep out the undead. And many a forgotten beast.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Cyatica** on **November 01, 2013, 11:18:30 am**

If the medical dwarf is still open, please dorf me :D

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **November 01, 2013, 11:43:26 am**

I'm afraid I already gave the CMD to Aseaheru, but if we get a migrant with medical skills I'll dorf you as a second doctor.

For some bloody stupid reason every dwarf with 'No Job' keeps running to the Trade Depot and being scared by zombies. ???

EDIT: Update on the forts progress. Played through to summer so far, killed the necromancer by what amounted to dumb luck and have started to renovate the bedrooms with gold. I may need to reorganise the workshops a bit since the layout isn't fantastic, smelters are a long way from ore stockpiles and the like.

Journal of Grim, broker and interim overseer of Chamberdrums

5th Granite

The current undead crisis is putting everyone on edge, Lizard has stepped down from leadership and I am unsure of what to do, the others have been asking me what I think we should do. I was a trader not a manager! I don't know how to manage a fort. Still, I suppose I must try at the very least. First things first we need to get our Marksdwarves inside and off that tower, our bolts are running low and the necromancer is too far away to shoot.

10th Granite

I decided to grab my crossbow and check on the undead presence from the tower. Much to my surprise the necromancer began to wander over as I took a few potshots at his minions. Before he could work his foul magics I loosed a shot and struck him in the leg. After he collapsed I fired a few more shots at him until he stopped struggling. I think I killed him... I killed another dwarf... It felt... Good. It felt really good.

23rd Granite

I noticed that we have a hole dug into the aquifer but we lack a well with which to draw water from it. I asked the masons to deal with that.

6th Slate

I took a look down in the mines today. I think the gold veins extend far beyond what we have mined. I ordered the Firecrazy to dig out more gold. I think we could do far better for our bedrooms than clay and rock if we find enough.

19th Slate

The necromancer may be dead but his servants still roam near our walls. I feared that another foul wizard was roaming nearby at first, bit none of the fallen undead have risen since their master was killed, so my fears appear unfounded.

27th Slate

In light of the continuing siege I have decided to focus on organising our food production. I had a room dug out for kitchens and farmers workshops next to the food stockpile and told the others to get down to planting our stocks of seeds in the farms.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 01, 2013, 12:52:40 pm**

Quote from: Grim Portent on November 01, 2013, 09:36:59 am

Quote from: Monitor Lisard on November 01, 2013, 03:14:38 am

They're a lot of those, actually. Unless Grim Portent opened the gates and let the corpses party inside. :)

I have a strict 'No shirt, No shoes, No skin, No service.' policy. :P

Helps keep out the undead. And many a forgotten beast.

Sounds like a signature. I added this to our new section, "quotes". :D By the way, if you've already killed that necromanser, you may build a lot of stonefall traps next to the bridge and then let the undead inside.

Quote from: Cyatica on November 01, 2013, 11:18:30 am

If the medical dwarf is still open, please dorf me :D

As you see, we've already given Aseaheru this dwarf , but if he changes his mind, we may dorf you as the chief medical dwarf. If not, you

can choose another from the list below or wait for a migrant with medical profession. Anyway, I updated the dorfing list.

Quote from: Aseaheru on October 31, 2013, 04:55:08 pm

Who are his gods? I may take him.

Here are his deities:

Thukkan Nishzas, "Thukkan Tradecrystals"
Thukkan Tradecrystals is a deity of The Lauded Guild. Thukkan most often takes the form of a male dwarf and is associated with trade, wealth and jewels.
In 44, Thukkan received the worship of Reg Claspedbacks.
In 50, Thukkan received the worship of Atir Urntwinkled.
In 53, Thukkan received the worship of the dwarf necromancer Ustuth Fatherpaddles.
In 60, Thukkan received the worship of Fath Atticdomain.
In 62, Thukkan received the worship of Kel Silveryslick.
In 65, Thukkan received the worship of Deduk Sprayedroof.
In 74, Thukkan received the worship of Stodir Hailtools.
In 75, Thukkan received the worship of Zuglar Swinrag.
In 85, Thukkan received the worship of Uabok Charcoalgates.
In 89, Thukkan received the worship of Ezum Ravenchanneled.
In 94, Thukkan received the worship of Stodir Wireconvents.
In 96, Thukkan received the worship of Uvash Siegedoiled.
In 98, Thukkan received the worship of Monon Metalsingle.
In 98, Thukkan received the worship of Donas Speardinples.
In 101, Thukkan received the worship of Donas Boardgrasped.
In 102, Thukkan received the worship of Melbil Crescentmirrored.
In 105, Thukkan received the worship of Stukos Pillarrushes.
In 106, Thukkan received the worship of Solon Trottedringed.
In 107, Thukkan received the worship of Ezum Doornobs.
In 107, Thukkan received the worship of Erith Rockloved.
In 110, Thukkan received the worship of Lorham Fishship.
In 114, Thukkan received the worship of Melbil Brasseurbs.
In 114, Thukkan received the worship of Logen Leafbridges.
In 114, Thukkan received the worship of Stukos Papertrailed.
In 116, Thukkan received the worship of Ineth Routedwound.
In 117, Thukkan received the worship of Mosus Saviorcity.
In 118, Thukkan received the worship of Iden Weakenquakes.
In 118, Thukkan received the worship of Shen Dabblerazors.
In 121, Thukkan received the worship of Fikod Boltedspiraed.
In 122, Thukkan received the worship of Udil Boltstraps.
In 124, Thukkan received the worship of Mebzuth Sabrecontained.
In 124, Thukkan received the worship of Medtoh Tonesowl.

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreenCMD4.jpg.html)

Ziril, "Ziril"
Ziril is a deity of The Lauded Guild. Ziril most often takes the form of a male dwarf and is associated with fire and metals.
In 73, Ziril received the worship of Udil Torchchain.
In 84, Ziril received the worship of Obok Thundercanyons.
In 86, Ziril received the worship of Onul Yelledgorge.
In 88, Ziril received the worship of Monuz Ochretorches.
In 89, Ziril received the worship of Lor Laterag.
In 90, Ziril received the worship of Vucar Giltcomet.
In 90, Ziril received the worship of Rigoth Mutefortress.
In 94, Ziril received the worship of Inod Stakecrowd.
In 97, Ziril received the worship of Litast Catchstockade.
In 99, Ziril received the worship of Thob Crystalhoists.
In 102, Ziril received the worship of Nish Amuseblockade.
In 104, Ziril received the worship of Ushrir Shipwhisper.
In 104, Ziril received the worship of Asob Gildchains.
In 105, Ziril received the worship of Stakud Minemanor.
In 105, Ziril received the worship of Sigun Twinkledtorch.
In 106, Ziril received the worship of Kogan Claspchances.
In 107, Ziril received the worship of Ast Teachertrumpet.
In 108, Ziril received the worship of Unib Paintglided.
In 111, Ziril received the worship of Dobar Ropedoors.
In 111, Ziril received the worship of Ilral Dabblingmerchant.
In 112, Ziril received the worship of Nish Fathertrumpets.
In 112, Ziril received the worship of Edem Copperdented.
In 113, Ziril received the worship of Tekkud Fatesword.
In 113, Ziril received the worship of Urist Paddleguard.
In 114, Ziril received the worship of Rith Shakentools.
In the early autumn of 115, Ziril cursed the dwarf vampire Sazir Basisfence to prowl the night in search of blood in Trumpetmatch.
In 118, Ziril received the worship of Cog Hamekindles.
In 118, Ziril received the worship of Uabok Slingdangled.
In 118, Ziril received the worship of Adil Axepeaks.
In 119, Ziril received the worship of Monuz Echochanneled.
In 120, Ziril received the worship of Rigoth Handlebanner.
In 120, Ziril received the worship of Id Minespecial.
In the midwinter of 120, Ziril cursed the dwarf vampire Tobul Tourwaxes to prowl the night in search of blood in Daggerclutches.
In 121, Ziril received the worship of Solon Waywardplanks.
In 122, Ziril received the worship of 'RoughRogue' Roomtrade.
In 122, Ziril received the worship of Mestthos Roughtemples.
In 124, Ziril received the worship of Catten Reclusefigures.
In 124, Ziril received the worship of Lorban Labormortals.
In 124, Ziril received the worship of Stodir Rakedpaints.

(http://s1185.photobucket.com/user/Georgethegunner/media/DFscreenCMD5.jpg.html)

Quote from: 4maskwolf on November 01, 2013, 06:55:22 am

What are the unnamed dwarves?

I've made a list of the unnamed dwarves:

A woodcutter-hammerdwarf (male)
A mason (female)
A clothier (male)
A butcher-hammerdwarf (female)
A planter (female)
A bookkeeper (male)
A farmer-marksdwarf (female)
Three dwarven children (female)

You can take one of those if you wish.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Cyatica** on **November 01, 2013, 02:34:42 pm**

Hmm...I'll be the mason then :D Thanks!

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 05:33:01 pm**

I 'll take the marksdwarf.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 06:17:17 pm**

Looking through the now abandoned room, you find a small, leather bound book laying on top of the cabinet. Curious, you pick it up and begin to read:

17 Sandstone
When I arrived at this fortress, seeking refuge from my pursuers, I never thought that I would have to stoop this low. They made me work as a farmer. A FARMER. They get a highly skilled marksdwarf and decide to treat me like a lowly peasant. Had there not been witnesses, I would have shot the bastard in the head then and there, like I did with the guard captain. Now that man, he was a real bastard. He wanted me to train the peasantry to use crossbows. ME! HE WANTED ME TO TRAIN THEM! THEY CAN FIGURE OUT THEIR OWN WAYS TO FIRE A CROSSBOW, DO NOT DEMEAN ME BY RELEGATING ME TO THE RANK OF TRAINER! Though I suppose that was what landed me in this place, he deserved to die. I will have my revenge, Lizard!

This is followed by several entries grumbling about farming, but nothing significant. You turn the page.

21 Obsidian
Three days ago, I awoke to the sound of the fort in uproar and the head marksdwarf, Grim, yelling at me to "get up off my lazy ass and fight!" I rushed to the tower to find a horde of undead sitting below our walls. This was what it was all about? Just get a couple axedwarves out there and cut them to pieces. How hard can it be? But perhaps this was my chance. My chance to shine. My chance to prove my greatness to all the scum that inhabit this fortress! Before I knew what was happening, I was firing bolt after bolt into the horde. Next to me, Grim was doing the same. Bastard, trying to steal my glory. Naturally, my bolts flew true and destroyed the muscles in the leg of a zombie. It fell to the ground, motionless... Only to immediately start twitching and get back up. Impossible. Then I saw him, the one who commanded the undead, the necromathingy. His hand dropped to his side, having completed a series of complex patterns. I raised my crossbow to shoot him down, but Grim slapped it down, yelling, "He's out of range! Our ammunition is almost gone, get back inside!" Trying to steal my glory. But perhaps he was right. Even I had never hit a target at that range before, and I was one of the best sharpshooters ever born. So I relented. We headed back down, me to farming, him to whatever he does in his spare time.

10 Granite
Grim came in with a smug look on his face today. Said he had killed the necromancer. It was obviously a bald-faced lie, so I went up to the tower to find the dwarf and prove his lie false. I looked down, and at the foot of the tower was the body of a dwarf, several bolts sticking out of his chest. I raised my crossbow and put a bolt in him, but he didn't flinch. He didn't react at all. Oh, did my blood boil then. Grim, that conniving scumbag, had planned this all along. He had lied about the range. He had lied about the ammunition. He had lied about everything. Lizard, for all his faults, was trying to keep the fort running. But Grim... reckoning is coming. I cannot make a move while the undead stand outside, but when they are gone... I must think of a plan.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **November 01, 2013, 07:00:10 pm**

But I'm giving us all shiny golden bedrooms. :'(

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 07:06:40 pm**

The journal continues onto the next page:

28 Slate
After the backstabber Grim killed the necromancer, he set about touring the fortress. I lost track of him for several days, until he came up from the mines yelling for all of the "farmers" to get to work. He dares tell me what to do, that impudent rodent. Nonetheless, the others appear to follow him out of habit, so I can do nothing yet. But someday I will have my revenge. Someday Grim will woe the day he ever wronged Maskwolf.

OOC: Nice shooting Grim, necromancer sieges are the worst.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **FireCrazy** on **November 01, 2013, 07:21:35 pm**

Journal of Miner Firecrazy
ENTRY #9

I heard Grim is taking over the fortress. I hope this doesn't interfere with the construction of the trade depot trap, but at least we managed to get rid of the necromancer. Also, I heard the bedrooms were being renovated with gold furniture. Yay!

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **November 01, 2013, 07:24:56 pm**

Quote from: 4maskwolf on November 01, 2013, 07:06:40 pm
OOC: Nice shooting Grim, necromancer sieges are the worst.

Aye they are a pain. I'm still not sure what happened tbh, all I know is that some undead around the tower got shot after I recalled the markdwarf squad somehow, then the necromancer started wandering over to reanimate them so I scrambled our archers again to take

shots at him and Grim was the only one with bolts left.

Oh and firecrazy, it's not just gold furniture, it's golden walls and floors as well. I take my bling seriously. :P

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **FireCrazy** on **November 01, 2013, 07:35:35 pm**

Quote from: Grim Portent on November 01, 2013, 07:24:56 pm

Oh and firecrazy, it's not just gold furniture, it's golden walls and floors as well. I take my bling seriously. :P

Awesome!

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 07:39:04 pm**

Quote from: Grim Portent on November 01, 2013, 07:24:56 pm

Quote from: 4maskwolf on November 01, 2013, 07:06:40 pm

OOO: Nice shooting Grim, necromancer sieges are the worst.

Aye they are a pain. I'm still not sure what happened tbh, all I know is that some undead around the tower got shot after I recalled the markdwarf squad somehow, then the necromancer started wandering over to reanimate them so I scrambled our archers again to take shots at him and Grim was the only one with bolts left.

Oh and firecrazy, it's not just gold furniture, it's golden walls and floors as well. I take my bling seriously. :P

Btw, how many marksdwarves are there.

And wow, that is some serious wealth. For every dwarf or just the named ones?

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **November 01, 2013, 07:44:05 pm**

I think there are three marksdwarves, I'll check when I'm doing the rest of my turn.

We have plenty of gold down in the mines and I've started digging out the rest of the vein that lizard found. Don't have the coal to smelt it yet and the undead are stopping us from collecting wood sadly, so my works are being slowed a bit. But I'm doing full gold for every room currently present, both dining and bedrooms. I'll include screenshots in my next update.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 07:51:34 pm**

Quote from: Grim Portent on November 01, 2013, 07:44:05 pm

I think there are three marksdwarves, I'll check when I'm doing the rest of my turn.

We have plenty of gold down in the mines and I've started digging out the rest of the vein that lizard found. Don't have the coal to smelt it yet and the undead are stopping us from collecting wood sadly, so my works are being slowed a bit. But I'm doing full gold for every room currently present, both dining and bedrooms. I'll include screenshots in my next update.

Wow. Okay. That is awesome.

1 Felsite
It seems that Grim is attempting to bribe us into complacency. He claims that everyone in the fortress is going to get golden furniture for their new rooms. Like I believe that. All he cares about is his own prestige. For Armok's sake, there isn't even any coke to smelt it with, much less to power the forges long enough to make the stuff. It's a bribe, plain and simple, and easily seen as such by anyone who is looking at it. Except the miner. I never caught [his?] name, but [he?] is completely enamored with the idea. Like most petty criminals, all he cares about is the shiny things. Not me. I am above them all. I am not a criminal, I am a proud marksdwarf; they will never trick me into believing what they do.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **FireCrazy** on **November 01, 2013, 08:12:29 pm**

Journal of Miner Firecrazy
Entry #10

It appears that Grim isn't just giving gold furniture, he is painting the entire bedroom in gold, including the dining room! Soon the mountainhomes will be jealous at the wealth we have accumulated, and eventually the king will come visit. I should start designing the blueprints for the Throne room trap, but I'm way too busy mining out the gold we found. I am also worried that with this new found wealth, goblins and kobolds will start looking our way, and the humans will try to bribe us to give them the fortress. I suggested to Grim that we need a bigger military, and more traps. Time to go mining out gold!

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 08:19:34 pm**

7 Felsite
I overheard the miner talking to Grim about defense today. Apparently named FireCrazy. Not sure I want someone with that name (nickname?) mining, but that's not my concern. The undead still haven't left the area, unfortunate. Perhaps I was wrong about Grim, he seemed very reasonable in proposing that everyone get gold rooms. Perhaps... Just perhaps... he can live. For now. Just so long as he doesn't try to steal the glory of victory from me again. All of this gold stuff he's promised us... What am I saying!? Am I turning into one of them? Caring only for their material wealth? What madness is this? Grim stole the glory of killing the necromancer, made my accomplishments seem weak and paltry. He MUST pay!

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **November 01, 2013, 09:06:00 pm**

Journal of Grim, Broker and interim Overseer of Chamberdrums

1st Hematite
Our food stocks are rising steadily. We weren't using many of our fields for some reason. I've changed that, each is now dedicated to a specific crop and our first harvest is well on it's way to being ready. Sadly we have all but run out of gold bars now, though gold ore is plentiful.

Our bedrooms will need to wait to be finished I suppose. If we had coal our progress would be much better.
Spoiler (click to show/hide)



(http://s1312.photobucket.com/user/grimportent/media/Chamberdrumsbedrooms_zpsb66d990e.png.html)

14th Hematite

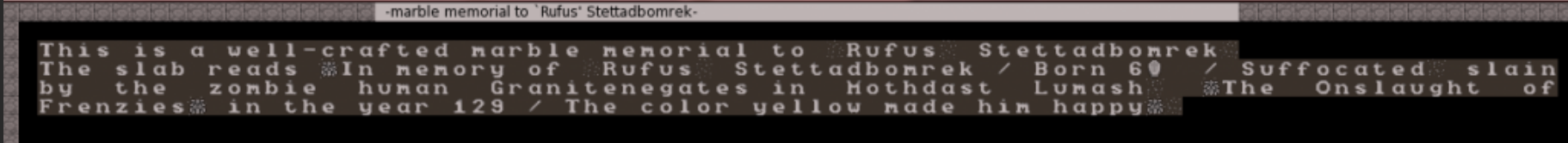
That thrice damned necromancer doesn't know when to quit! It may be dead but now it lingers around the fort as a blasted ghost! I have asked Nuckles the fort mechanic to set up some additional traps at the entrance. I intend to open the fortress and destroy the blasted undead so that we can dispose of the necromancers corpse.

21st Hematite

It is with a sad heart that I report the death of one of our own. We opened the fortress and lured several of the dead inside, several were crushed by our rock traps or knocked down by the weapon traps Nuckles assembled, but there were several that got through, our militia stood bravely against them, but tragedy struck when one dealt Rufus a blow to the spine. He suffocated before anyone could assist him. A dozen of the vile undead were destroyed today, but the mood is still somber at Rufus's passing. I have asked the mason to prepare him a memorial slab and to meet me in the residences to discuss a fitting tomb for our departed friend.

Rufus will forever lie in a cave of glittering gold. We have lain him to rest in a coffin made of gold ore and turned his room into a golden tomb. What was once his dining room will now serve as a place for those who wish to mourn him to gather and read the slab erected in his memory.

[Spoiler](#) (click to show/hide)

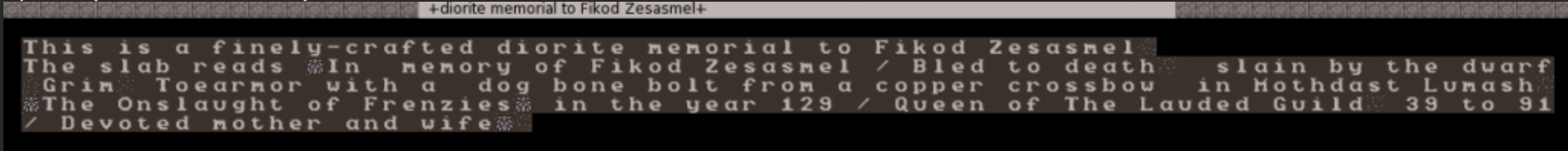


(http://s1312.photobucket.com/user/grimportent/media/RufusMemorial_zps541c0289.png.html)

11th Galena

Through a combination of traps, cunning and strength of arms we have vanquished the last undead. We have interred the necromancer in a coffin and erected a slab to mark her death. It stands in the courtyard, forever to lie in the unrelenting sun and wind.

[Spoiler](#) (click to show/hide)



(http://s1312.photobucket.com/user/grimportent/media/NecromancerMemorial_zps9eca195d.png.html)

15th Galena

Troubling events have transpired today. A goblin attempted to sneak into our fortress. His leg was broken by our stonefall traps and he tried to crawl away. His head was cut free by one of the militia. The presence of the creature disturbs me, where one goblin comes more are sure to follow.

18th Galena

I knew it! Two more goblins and a kobold have tested our defences! The goblins were easy prey for our soldiers, stunned as they were by our traps but the kobold managed to flee our wrath.

As I mentioned above, Rufus was killed in combat by a zombie. :(After deliberating for a moment about whether or not to savescum it I decided to let it stand as it was and give him a really shiny tomb. I'll dorf someone in the next migrant wave to take his place if desired.

Title: **Re: Dorfdays The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 09:30:18 pm**

Do I have any kills? Also , what type of farming labors do I have enabled?

Title: **Re: Dorfdays The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Grim Portent** on **November 01, 2013, 09:48:40 pm**

You've killed one zombie horse and one zombie human, and have tanning, milking and shearing active.

For the purposes of blatant bragging, I have killed one necromancer, three zombie goblins, two zombie kobolds and two zombie humans.

Lizard, who is serving as out third marksdwarf has no kills.

Title: **Re: Dorfdays The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **Aseaheru** on **November 01, 2013, 09:51:28 pm**

I will take the CMD! Just change the job title to "Follower of Mary Baker Eddy"
Bonus points if you know who that is without looking it up.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **FireCrazy** on **November 01, 2013, 11:17:53 pm**

Journal of Miner Firecrazy
Entry #11

Rufus, an axedwarf, was killed by the undead when he took a blow to his spine while defending the fortress. May he rest in peace. We have entombed him in a gold coffin. On other news, as I had predicted, goblins and kobolds are sneaking into the fortress to try and steal it's wealth. I told Grim that we may expect an ambush within a year. Anyway, the thieves were easily killed by our stonefall traps and weapon traps. I continue to mine out precious gold. By the way... I'm probably imagining it but, I think i recognized one of those zombies that invaded the fortress.. Probably my imagination.

Title: **Re: Dorfday: The Heist - Chamberdrums besieged! (Players are welcome!)**
Post by: **4maskwolf** on **November 01, 2013, 11:31:51 pm**

Submitting a request to have my dwarf lead a marksdwarf squad. As in an active duty one, not a reserve one. I'll write about it in character when I get to a computer. So probably tomorrow.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Monitor Lisard** on **November 02, 2013, 01:41:16 am**

The idea of rooms studded with gold sounds cool! Now we should save some ore and wait for traders to come - every piece gives us 4 bars of gold. You may also make gold coins.

Quote from: Grim Portent on November 01, 2013, 09:48:40 pm

You've killed one zombie horse and one zombie human, and have tanning, milking and shearing active.

For the purposes of blatant bragging, I have killed one necromancer, three zombie goblins, two zombie kobolds and two zombie humans.

Lizard, who is serving as out third marksdwarf has no kills.

Actually, as I used my dwarf for digging purposes, she might have no crossbow. In that case, give her one.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Monitor Lisard** on **November 02, 2013, 02:08:01 am**

*From the diary of Monitor Lizard, mason:
Yesterday we lost Rufus. He was killed by zombies as we tried to break the siege. We were successful, but he got hit in the spine and suffocated. Rest in piece, Rufus. You were a brave soldier and a good dwarf.*

Grim, who is our new leader, seems to be doing fine running the fortress. He completed some of the projects I started during my term of overseership. He also said he's going to stud our quarters with gold! Now we are talking. Maskwolf seems to be jealous of him because our overseer killed that necromanser himself. As for me, I'm glad that we have at least three good marksdwarves here."

OOO note: Good job breaking the undead siege!

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **RoughRogue** on **November 02, 2013, 04:34:16 am**

Is my dorf drafted or does he continue to memorialize all around on the walls of the fortress?

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **4maskwolf** on **November 02, 2013, 03:29:02 pm**

From the diary of Maskwolf

*18 Galena
I cannot stand this place. All of the dwarves are so happy, like exile was the best thing that ever happened to them. Every day that bastard Grim comes by yelling at me to haul crap around the fortress. I'm sick of putting up with his carp, but the only way I don't have to relies on him. Today I asked him to build an archery range to train a squad of full-time marksdwarves for defense. He looked at me briefly, said "I'll think about it." and walked off. Bastard.*

There must be some way I can get rid of him. He stole my glory, he stole my job, and he will pay for every offense with agony when the time comes. But for now, I must bide my time, hope that he steps down and fades from view. Then, I will strike.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grim Portent** on **November 02, 2013, 07:24:47 pm**

Quote from: RoughRogue on November 02, 2013, 04:34:16 am

Is my dorf drafted or does he continue to memorialize all around on the walls of the fortress?

You aren't drafted but I've not been doing much engraving.

EDIT: I've decided that to avoid the lack of charcoal being a big problem I'll make some furniture out of gold nuggets to furnish the rooms and leave the full conversion for when I can get some wood. The undead seem to have prevented any migrants or caravans in spring and summer.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Blenheim Datandur** on **November 02, 2013, 09:00:45 pm**

Holy shit, this looks epic and has made me want to start playing DF again. Could I maybe be dorfed when a migrant wave comes in?

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grimmash** on **November 03, 2013, 01:08:05 am**

I did some scouting off the first uploaded save.

We have built our fortress in the midst of an aquifer. Two of our floors are literally in the one safe spot that could have been found. Luckily the aquifer is only about 9 z levels. Don't go building north of the current bedrooms, a few tiles north is waterlogged. Unfortunately some of our hematite is in said aquifer. When my turn comes I'll try and dig deeper and put some sort of indicators in for later overseers. On the plus side this means we have a lot of water that could be used for various purposes.

On a random note, the archers randomly killed the necro shortly after I unpaused the game. Grim Portent got the fatal blow.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**

Post by: **Monitor Lisard** on **November 03, 2013, 03:37:57 am**

Quote from: Blenheim Datandur on November 02, 2013, 09:00:45 pm

Holy shit, this looks epic and has made me want to start playing DF again. Could I maybe be dorfed when a migrant wave comes in?

Do you have any preferences about your dwarf's gender or profession?

By the way, Grim Portent, which dwarves have been alredy named? I'm going to update our dorfing list.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**

Post by: **RoughRogue** on **November 03, 2013, 04:03:55 am**

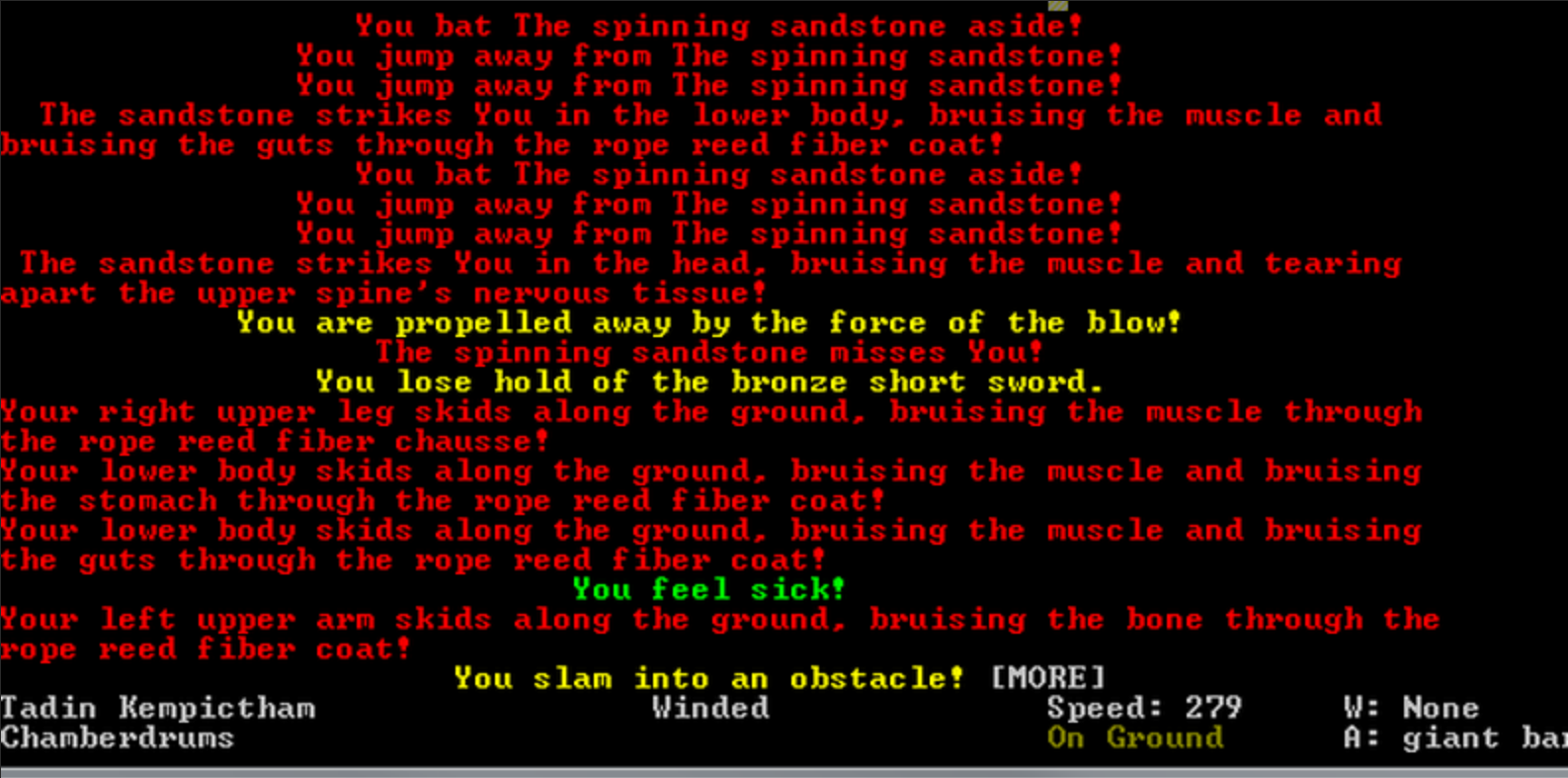
From the diary of 'RoughRogue' Mosusnish, Engraver

It gets boring. No work and no weed. Well, at least they have some nice booze here and it makes me almost happy. All the dorfz here look like... ahem... tough-guys-with-the-big-crossbows, you know what I mean. Heh, in beardlinghood I always dreamt to be one and it looks the dreams come true. Someone went mad couple of days ago, he screamed that dead walk outside our walls. "Ha ha ha, those dudes are crazy, how could lifeless corpses walk?" I thought, but skin crawling from the butchery by itself in my sight quickly changed my mind. Holy carp, I've never need a smoke more than that moment. But now it's quiet, dead are dead again and the dumbass dwarven (shame on her!) necromancer who was so kind to bring her ass right under our bolts now rests in peace inside our walls. What the hell? Isn't it too honorable for the betrayer of our kin to be put to rest among the stones? If I was in charge here I'd throw her damned bones into lava! Well, maybe it's because we have no lava here? Anyway, now Celldrums... aw, I forgot the goddamn name again... is the typical provincial outpost, quiet and boring. Waahh, it makes me sleepy...

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**

Post by: **FireCrazy** on **November 03, 2013, 06:22:56 am**

So.. I created an adventurer and visited the fortress. I was expecting to be killed by necromancers the moment I got there but just as I was about to enter the fortress..



I had forgotten about the stone traps.



That was quick..

I imagine the journal is something like:

Journal of Unknown Archeologist
Entry #1

I have finally arrived at the historic outpost of Chamberdrums after days of walking, almost starving to death once, and almost killed by animals! I cannot believe the hardships I took to get here. There was a fisherdwarf who told me that it is not possible to enter the fortress. What nonsense! I killed him before he told me why. The necromancers are long gone. What is going to kill me, stones? Okay, time to enter the fortress and .. what the- (The rest of the page is covered in blood)

While Grim Portent is playing, I decided to make a picture of one of the named dwarves. Here's my rendition of dorf!Aseaheru:



(<http://s1185.photobucket.com/user/Georgethegunner/media/Aseaheru.jpg.html>)

It may not look really great , as I am not a professional artist and I had only basic software for drawing. At least, I tried.

I think it's pretty good.

Thats cool. But wheres the ring?

I'll have an update up later today, might even finish my turn, but I'm having difficulty dealing with an ambush. Bloody goblins brought bows. The dwarf caravan arrived though so I might be able to let them break the invaders backs for me.

EDIT: Journal time :)

Journal of Grim, Broker and interim Overseer of Chamberdrums

1st Limestone
I had some mugs carved from gold ore, in the event that a caravan arrives then we will require something to use for trade purposes.

22nd Limestone
I had the militia kill a group of kangaroos that were passing through the area. Their bones are being carved into ammunition for us marksdwarves.

1st Sandstone
I decided to ask our masons to fashion some furniture from gold ore, I may not be able to fashion our quarters from gold in their entirety, but I can make sure we have the sparkling luster of gold beneath us when we dine.

9th Sandstone
Now that we have bolts again I asked Maskwolf to help me hunt the animals that pass through the area. He looked at me for a while before saying yes. I think his eye was twitching, I remember he acted a bit like that when we were burying the necromancer I killed.

I decided that if I cannot plate the walls in gold I'll see to it that the walls are engraved. Roughrogue seemed pleased to have something to do.

19th Sandstone
Another group of misbegotten fools have gotten themselves sent out to us. Several of them have picks and some mining experience, so I've directed them to Firecrazy, he knows his way around the gold mines here.

Spoiler (click to show/hide)

FireCrazy' Tangathled, Miner	Drink
`Monitor Lizard' Aláthkokeb, expedition leader	
Onol Athelnunok, Miner	Dig
Sibrek DodókHzat, Miner	Store Item in Barrel
Atír Lokumthob, Miner	No Job
Feb Ibrukoddom, Woodworker	No Job
`Spazbot' Uzolzeg, Woodcutter	Detail Floor
Zefon Gisëkavuz, Woodcutter	Detail Floor
`Magni' Elistun, Colonel	Detail Floor
`Aseaheru' Rithalmôsh, chief medical dwarf	
`RoughRogue' Mosusnish, Engraver	Detail Floor
iteb Étolid, Ranger	Store Item in Stockpile
Erush Idosrigòth, Ranger	Store Item in Stockpile
Adil Udargusil, Clothier	Plant Seeds
`Daria' Adilsebsúr, Farmer	Store Item in Stockpile
`Maskwolf' Loloi ́rost, Farmer	No Job
Kib Likotsefol, Farmer	Plant Seeds
Tirist Zallsdeduk, Farmer	Store Item in Stockpile
Led Mörulrungak, Farmer	Harvest Plants
Kivish Thikutvúsh, Farmer	Plant Seeds
Moldath Nishsherik, Brewer	No Job
`Cyatica' Nokimag, Planter	Plant Seeds
Sibrek Ledadag, Planter	Detail Wall
Stinthäd Stukosfarash, Thresher	Plant Seeds
`Nuckles' Zulbanetur, Mechanic	Load Stone Trap
èzum Oltarnakas, bookkeeper	Store Item in Stockpile
`Grim' Nintosid, broker	No Job
Zulban Biseklokum, Dwarven Child	
Ral Ushilalåth, Dwarven Child	Sleep
Ushat Fotthoratís, Dwarven Child	
ùshrir Lolokståkud, Dwarven Child	
Ustuth Uristestun, Dwarven Baby	
Ilral Edëmishlum, Dwarven Baby	

(http://s1312.photobucket.com/user/grimportent/media/Chamberdrumspopulation_zps1fe4ad02.png.html)

17th Timber

I had some space dug to store furniture in, with the gold replacements being installed our old stuff has been cluttering up the halls. Banged my shin on a chest earlier.

18th Timber

Some goblins tried to make off with the babies of some of our people. We sent them packing.

19th Timber

An ambush! Goblins are outside our walls, I'd take to the archers tower but they brought a group of bowmen of their own and I dare not risk the loss of life. We stay put for now.

24th Timber

A timely arrival by the caravan from the mountains saw the goblins will to fight broken by the guards. When the last of the goblins were fleeing I ordered our militia, both soldiers and marksdwarves out to help finish them off. I managed to shoot one of the wretched things in the heart. I told the other archers, they all congratulated me on the shot except Maskwolf, his eye just twitched a bit. I think he needs to get a bit of stress relieved by killing something. He hasn't done much since the zombies he shot during the necromancer siege.

I must say the way the goblin twitched as it died, the smell of it's blood... It was most... thrilling.

1st Moonstone

I managed to barter some of our golden mugs for drink, wood (thank Armok) steel weapons (which the militia were very pleased by), and a few steel bars. Sadly the kings liason was killed by the goblin bowmen.

I found myself having difficulty concentrating on the negotiations, for some reason my eyes kept wandering to the merchants neck, the veins pulsing there, my hand kept brushing my crossbow. I think I need to rest a bit.

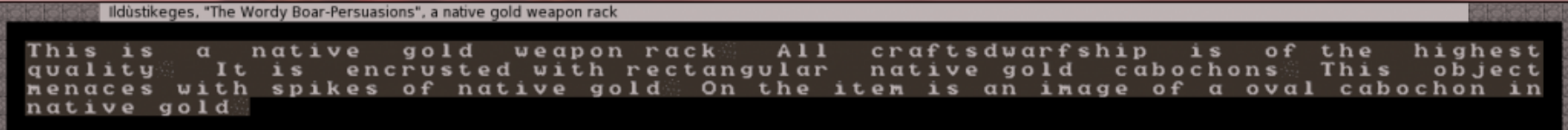
3rd Moonstone

Something seems off with Cyatica, he's become very withdrawn, he just rummages around the masons stone stockpiles muttering. I don't have time to find out what's the matter, I'm meeting with the soldiers to sort through the goblins equipment and see what might be useful.

9th Moonstone

Cyatica has made something... So beautiful... A weapon rack made purely of golden ore... I had it put in Lizards room. It seemed only right that our first leader have this wondrous thing.

Spoiler (click to show/hide)



(http://s1312.photobucket.com/user/grimportent/media/Chamberdrumsartifact_zps96e61219.png.html)

24th Obsidian

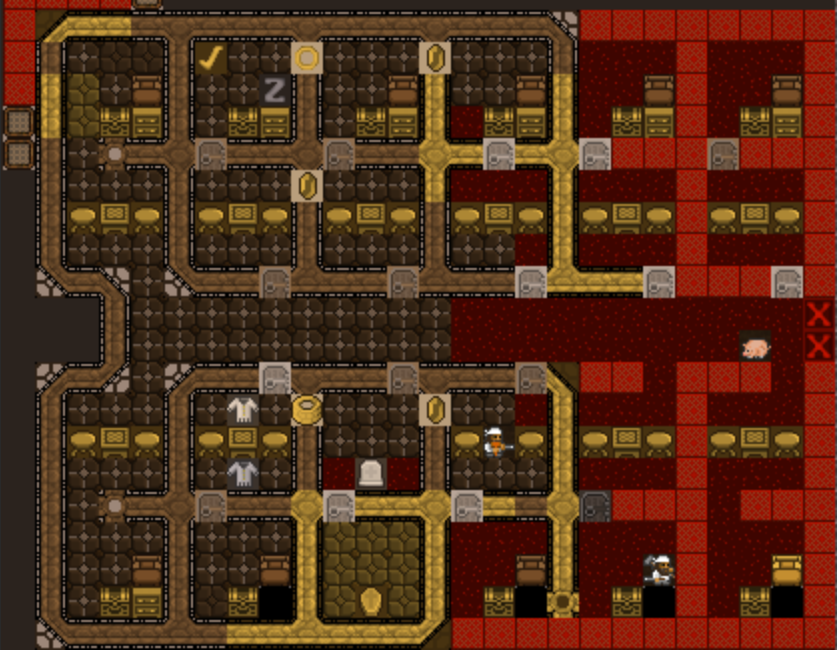
Another ambush bays at the base of our defences. I've sounded the alert, today we marksdwarves draw goblin blood. Delightful goblin blood.

I scrambled to the tower with one of the newcomers by my side, one Led Morulrungak. His skills impressed me. He slew two goblins with well placed shots. When the others arrived, huffing and puffing from lack of breath I told them of what Led had done. We all gave him a congratulatory slap on the back and shook his hand. He did well for an unblooded soldier. Though come to think of it Maskwolf seemed a bit distant while we congratulated Led. Maybe he's just not a people person.

I've decided that while my renovations of our accommodations are unfinished and I have done very little to refine our production capacity it is about time I took a step back and let someone else lead. There have been mutterings among the newcomers that I'm not helping them get their own rooms, and someones been spreading rumors that I've been mismanaging the marksdwarves assignments. In order to quench all this nonsense it seems best that I resign and show that I'm just a working dwarf thrust into a bad position. If we let ourselves be divided then we will fall to the undead or the goblins before long.

The rooms

Spoiler (click to show/hide)



(http://s1312.photobucket.com/user/grimportent/media/Chamberdrumsbedrooms2_zps58bc6379.png.html)

I'll have screenshots and the save up soon, we have some gold being smelted, the militia has shiny new weapons and some goblinite armour. There are still some goblins wandering around and I can't tell if they're fleeing or not.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Ruhn** on **November 04, 2013, 12:51:06 pm**

Personal Diary of Nuckles

A necromancer made a hit on our turf with her gang of zombies, and Rufus got ace'd. He got me through some tough scrapes in the past, but not much you can do when your number comes up. My traps made a difference, but they weren't enough. Once I get them all cleaned and tested again it will be time to install some new ones.

Overall this place is shaping up well so far. It's good to sleep in my own room and not have to worry about rival gangs or the King's Guard comming for me in the night. Although, I did notice this guy Maskwolf giving Grim the evil eye once or twice. If you ask me- it's about time we put these new faces through initiation and see which ones are going to join the crew. Everyone else can be disarmed and keep up our front of being a trading center or whatever. I'll discuss this with the others.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Aseaheru** on **November 04, 2013, 02:55:39 pm**

CMD get his new job title yet?

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Blenheim Datandur** on **November 04, 2013, 04:39:45 pm**

Quote
Do you have any preferences about your dwarf's gender or profession?

By the way, Grim Portent, which dwarves have been alredy named? I'm going to update our dorfing list.

I would prefer one of a couple things;

An engraver, miner, or armor/weaponsmith in terms of any craftingdwarves.

or

An axe or marksdwarf in the militia.

If possible. :)

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grim Portent** on **November 04, 2013, 06:14:22 pm**

My turns done, I've put a list of the population in my journal entry,

Save:
[Spoiler](#) (click to show/hide)
<http://dffd.wimbli.com/file.php?id=8113>

I got a bit distracted and didn't do all the dorfing I should have, what with sieges and ambushes and finding stuff I could talk about to feed maskwolfs in character dislike of me. We really need to dig out some room for a proper butchers and refuse piles deeper in the fort before the next necro siege, we have a ton of goblin remains lying about the place, I think there's a squad of ambushers somewhere and we have a heap of migrants with no bedrooms.

Worst of all is that I didn't finish redecorating. :(

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **4maskwolf** on **November 04, 2013, 06:33:40 pm**

Sign me up for a turn. And damn, why do I never get kills :(

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grim Portent** on **November 04, 2013, 06:40:24 pm**

Usually you're one of the last the fight for some reason. It's almost as if a superior in the military was conspiring against you... :P

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **4maskwolf** on **November 04, 2013, 06:50:18 pm**

Quote from: Grim Portent on November 04, 2013, 06:40:24 pm
Usually you're one of the last the fight for some reason. It's almost as if a superior in the military was conspiring against you... :P

From the diary of Maskwolf:
24 Obsidian

My hatred for Grim grows with every passing day. At every turn he has foiled me, always ensuring that I do not see combat. Though he said he would think about an archery range, one was never set up, so I am stuck wandering the halls of the fort aimlessly. Twice the goblins have put us under siege, and twice Grim ensured I would stay inside. During the first he claimed there were marksgoblins in the horde. So what? We can take them. The second, though... My blood boils just thinking about it. I was examining a rock in the exploratory mines when a dwarf came running up to me, saying he was so glad he found me and that the goblins were attacking. This was my chance! But when I arrived, they were all standing about congratulating one of the new recruits on killing two of them. Damn you, Grim. I know you kept me out of that fight. You didn't send for a messenger until you knew the fight would be over. I am watching you, Grim. And when you slip up... I will be ready. Me and my crossbow.

25 Obsidian
I have reason to believe Nuckles has been reading my journal. Today he asked me if I had anything against Grim. I told him that I didn't, but he didn't look convinced. I will have to keep a close eye on him, to prevent him spreading rumors.

OOC: Yeah, my dwarf isn't very good at putting two and two together, so to speak.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grim Portent** on **November 04, 2013, 06:55:29 pm**

Mines on the way to being a bloodthirsty psychopath.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grimmash** on **November 04, 2013, 07:45:28 pm**

Picking up the save.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grimmash** on **November 04, 2013, 08:39:55 pm**

Chapter 3 – Chamberdrums, the Third Home

Entry 9 – 9th Granite, 127

Armok has smile upon me this day. It seems I am headed for Chamberdrums. Our "caravan" leaves tomorrow, although I very much doubt this is anything resembling the caravans I recall coming to my old fortress. I doubt any fine works of craftsdwarfship will be going out to the penal colony masquerading as a trade outpost. Time will tell, though.

Entry 10 – 8 Galena, 128

Five damn months of scraping through these damned mountains! For a hole in the rock, surrounded by damned goblins and apparently the undead!

We started with a fair number of fellow convicts, but ended with only 8 of the bastards. Two in particular might be willing to help me in my plans. RoughRogue, an engraver who was drugged and then dumped onto the cart when we left, seems alright, but may be addicted to some weed he keeps babbling on about. Aseaheru claims he is a medic of some sort, but when I asked if there was anything that could be done to help RoughRogue through his sweats and ravings while looking for his "weed" Aseaheru just kept trying to get Rough to pray to Armok with him. Odd for a medic. They do some barbaric stuff, but this just seemed pointless. Aseaheru swears this is based on the ancient teaching of the cult of Armok the Dwarfish Scientist. All I know is we had five dwarves fall ill on the trip and none of them made it... Regardless, Rough seem pliant enough to suggestion, and Aseaheru has shown a promising ability to believe in longshots, so I think they can be made to see the bloody light I have in store for our king. This fortress, despite the hellish location and cursed neighbors, is at least surviving, so the dwarves inside must know a thing or two...

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Grimmash** on **November 04, 2013, 11:58:12 pm**

Some notes, narrative update probably in the next day or so.

The spring migration wave had 54 migrants. That survived getting in. Everyone is dorfed. Except Blenheim. You were dorfed.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **Monitor Lisard** on **November 05, 2013, 12:51:44 am**

*From the diary of Monitor Lizard, expedition leader:
It's been a while now since I have left the position of the fortress Overseer. Grim seemed to do fine managing Chamberdrums, so I could focus on my responceilities as a ringleader of our gang.*

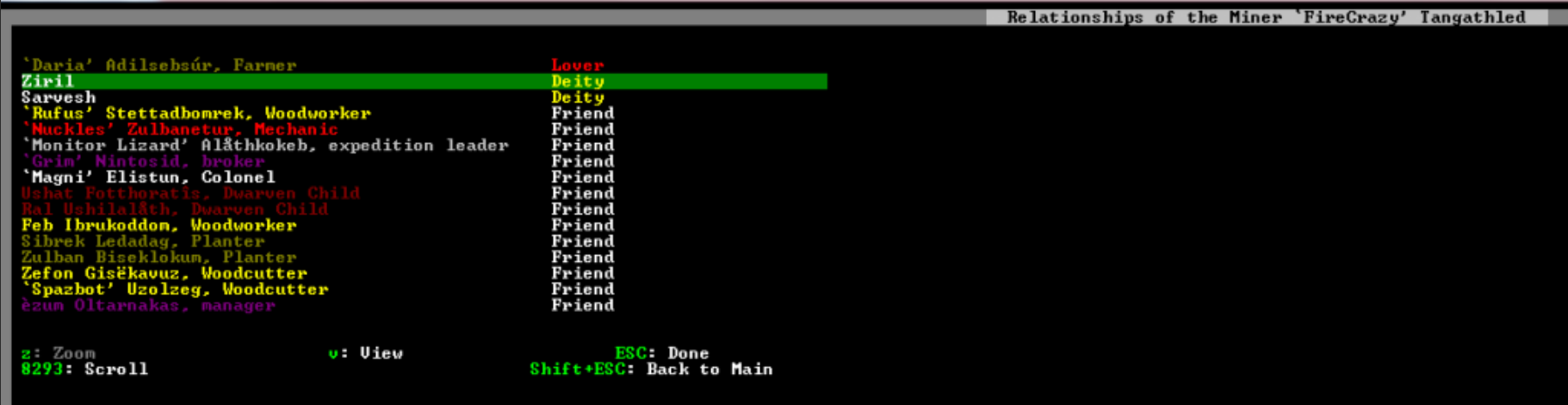
We've been attacked by goblins several times. They must have somehow known that we now have a certain amount of gold in our posessions. Funnily enough, we're sitting on a mountain of gold ore, but we don't have enough fuel to smelt it. At least, the golden ore is practically of the same value as the metal. We traded some goods made of native gold for steel weapons that were brought by the caravan. I saw Magni talk with one of the merchants. I'm pretty sure he's organising a new business.

*There is something that makes me a bit nervous about our enterprise. Back in the Mountainhome, my team used to be a part of a bigger criminal organisation, known as the Quad. It consisted of four branches: "The Channel" was a smugglers' assosiation, "The Steel Bears" was a group of mercenaries and contract killers fighting for gold, "The Shrub" used to run drug deals, and "The Perfect Gem" was the one we were associated with - This part of the Quad was responsible for the most well-known robberies in the kingdom. Those clans were not coexisting peacefully - the struggled for power in dwarven society. Criminal wars were waged, the gangs set up each other, paying the fortress guard to ensure their loyalty. Back in my days Grim, Nuckles and I were recruited by the Perfect Gem. Daria was a contractor from the Steel Bears, and Magni used to be a smuggler from the Channel. Just before the heist, the Shrub decided to take the leading position. I am inclined to think that those f***s told the guards about our plans.*

In other news, my crew made me a present! It's a weapon rack constructed of native gold by one of our masons, Cyatica. This beatiful piece of furniture is now standing in my room. I keep my crossbow there.

By the way, Grim's tour of duty had ended, so we chose a new Oveseer. His name is Grimmash. He's not a member of the Quad, but he seems to be aware of our plans and supports us.

OOC note: Here's a fun fact you guys may enjoy:
[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums1.png.html)
He's gotta be veery careful about this....

Title: **Re: Dorfday: The Heist - The Gold, the Dead and the Goblins (Players are welcome!)**
Post by: **Grimmash** on **November 05, 2013, 09:08:58 pm**

Chapter 4 – When it rains, it pours...

1st Granite 130

I’ve been working the farms and doing some masonry work the past year and half, slowly working on convincing trustworthy dwarves to aid me in my plans. I would count a few dwarves confidants. I am worried that my faith in these dwarves was somewhat misplaced however. First off, when I arrived, Aseaheru was made Chief Medical Dwarf, and then proceeded to declare that no hospital was needed, and forbid construction of one. The overseers agreed to this folly and now we stand with no way to treat our wounded. This is despite the fact that in a few short years the fortress has been attacked by goblin ambushes and necromancers!

Compounding this challenge is the fact that in all the planning to create a trade depot that doubles as a slaughterhouse, and deck the bedroom in gold, we have corpses INSIDE OUR WALLS WITH NECROMANCERS ON THE PROWL! I know it’s been a hard few years, but Armok be damned!
Apparently tired of listening to me rant, Grim (not be confused with me, dear journal) decided to hand me the overseership rather abruptly last night. Well, let us hope I can make sense of this fortress. It may be too soon to start my plot, but hopefully I fix the places that need shoring up.

Spoiler (click to show/hide)



I went to take inventory, and we only have ten bottles of wine! At least we have some spare plump helmets, so I’ve ordered the brewers to get to it. I don’t want anyone going sober on my watch. Asea may decide to try his hand at surgery...
I’ve also started making plans to move the workshops out of our courtyards, and make a pit into which we can throw the dead so any bastard necromancers cannot see the stupid things to bring them back.

3rd Granite

My courtyard clearing has been interrupted by the remaining goblins macemen. Time to send the archers to the tower to see if they can fix that problem.

12th Granite

No luck with the marksdwarves. I’m thinking of testing the traps out front and giving our first squad a chance at those goblins...
Blenheim also took strangely, and stopped working. I hope if he goes fey we can help him build whatever it is he needs.

16th Granite

Great news! As part of my plan to dig out a below ground animal pen and tree farm in all this sand, we have struck hematite! I’m not sure how much there is, but this will be a boon if I can find the caverns and start a tree farm safe from the ravages of the outside world. I also saw Blenheim grab some gold ore and take it to a craftsmdwarves shop. So far he seems to be finding what he needs, but he is yelling for stacked cloth, and won’t use any of the pig tail fiber cloth on hand... I hope the elves come soon enough for us to “acquire” some of the cloth he needs.

26th Granite

We hit the cavern! I’m ordering a bridge built to seal off the massive cave. Monitor was part of the crew that found it, and he said it looked nearly 40 levels deep. Luckily the spot I found just has a vast cliff face and no way for anything without wings to get to the ledge, so we should have time to build the bridge.
A small clan of tick men appeared outside. Maybe they’ll run into the goblins...

22nd Slate

We’ve been digging, a lot. Things are looking poor for Blenheim at this point. The goblins are still outside, and no caravans seem to be coming. Cyatica however made a wonderful door!

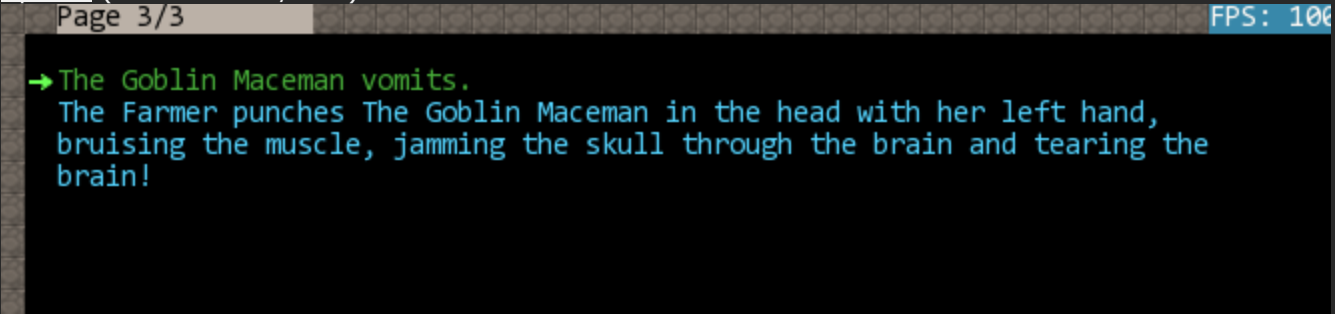
27th Slate

Some migrants showed up, a milker and two kids. Apparently the Mountainhome is either daft or more wretched than I thought. I have to choose, open the gate and tempt the goblins, or leave the children to fend for themselves...

2nd Felsite

I opened the gates, not being able to stand sentencing a family to death. As we let the bridge open, a veritable horde of dwarves appeared on the horizon. Some broke in fear upon seeing the goblins, and a brave few engaged. This horde of migrants laid into the goblins with a fury. A farmer punched her hand through one of the goblins' skulls!

Spoiler (click to show/hide)



The milker and his children fell, however. My hesitation may have cost them their lives. I will shoulder the blame for my indecision. The king, however, sent those children here. I will add their deaths to the long list of crimes the nobles of the Mountainhome have committed.

It is time to figure out just how many dwarves have come to Chamberdrums today. We have almost no booze, and little food. This blessing of new hands may become a curse of empty bellies and sober stares.

4th Felsite

One of the migrants is throwing a tantrum. Apparently the milker was woman, and the mother five children, of whom the mother and two young dwarves fell to goblins before the rest of the dwarves arrived. Blenheim is thirsty and miserable, and has gone mad. He is wandering around, babbling at anyone who passes.

The migrants. 51 made it to Chamberdrums, not counting the three dead on our gates. Of those dwarves, 22 are children. Of a population of 84 dwarves, now, a full 30 are children or babies. Chamberdrums is no longer a penal colony. It is a dwarven summer camp. I've heard some of the earlier migrants joking that we should implement a dwarven daycare system. I've no idea what that means, but I may have to look into it.

I'm glad I ordered the underground farms started and had designated more rooms, we will need the space, the food, and the wood. I'm also burning some of the wood to make charcoal so we can smelt some ore and make axes. I need more miners.

15th Felsite

Some elves showed up to trade. We can't afford to trade much right now, and I haven't even been able to think of what to make for the Dwarven caravan this autumn. And some of the other former convicts have been pestering me to try out the trade depot's secondary function. It seems a good time to test it, and see how well our marksdwarves shoot.

1st Hematite

The depot works wonderfully. Although we ran out of bolts, the first militia squad was able to do some fine damage. Our stocks of food and drink are greatly increased, and we have a small stockpile of wood now.

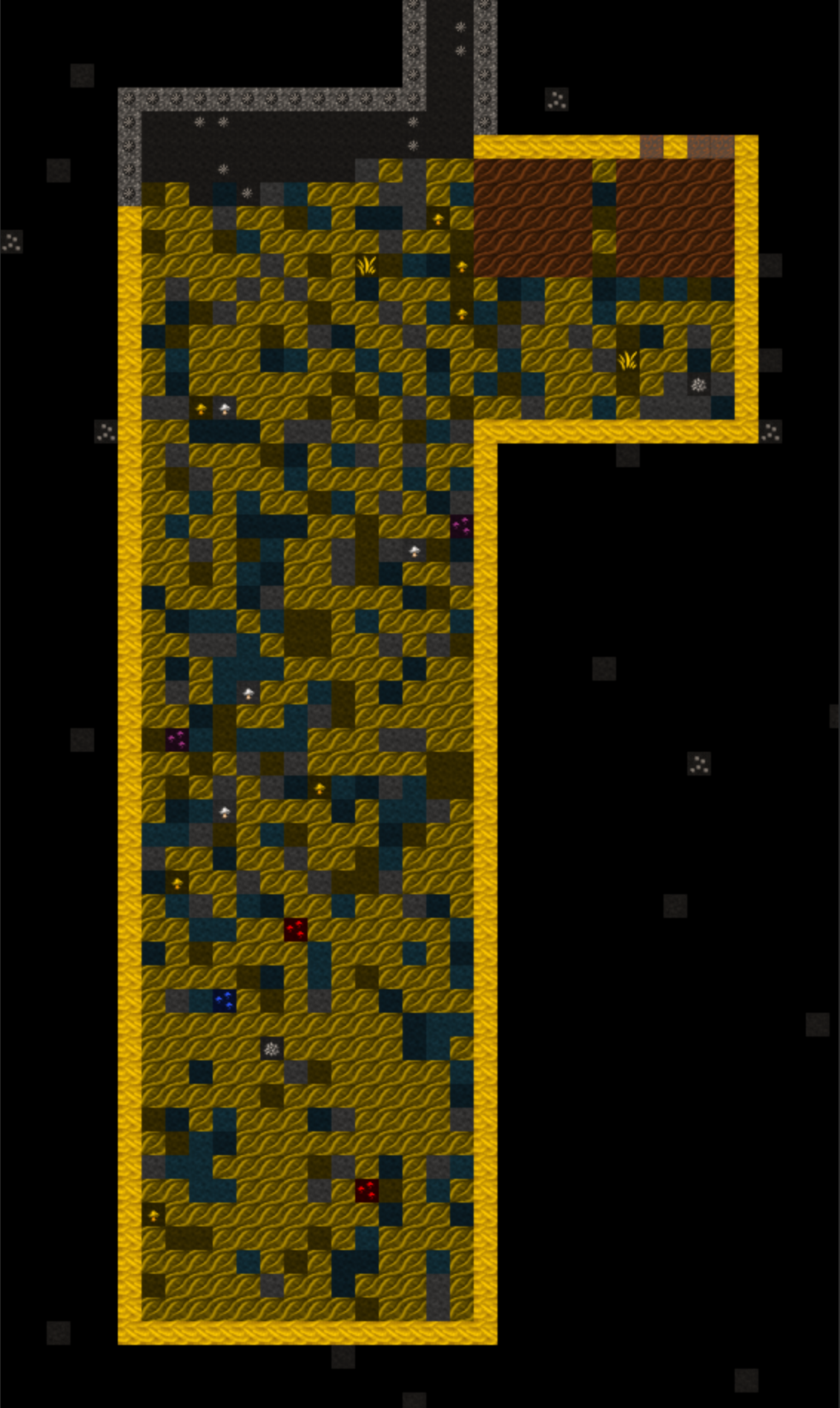
Spoiler (click to show/hide)



I've taken the liberty of drafting enough dwarves to fill our two militia squads, and I've converted the melee squad to men only, save for Daria, who was adamant I let her stay. I've also assigned most of the migrants to work at anything that comes up, as there are far too many dwarves. Summer is here, hopefully we avoid any nasty sieges while I get the food and housing situation sorted out. Maybe by the end of summer I can begin implementing the plan...

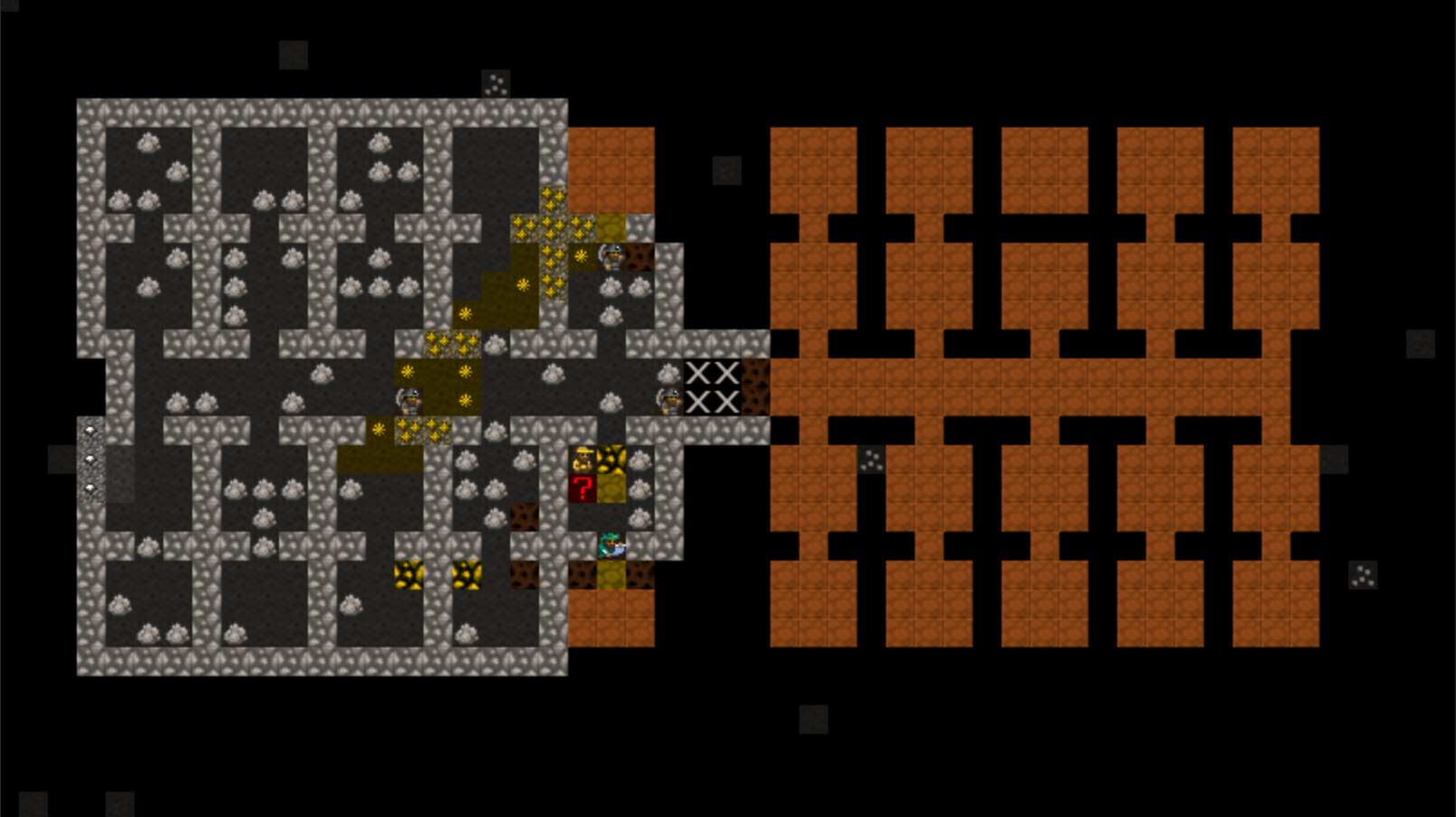
I've included some sketches of the additions to the fort:

Spoiler (click to show/hide)



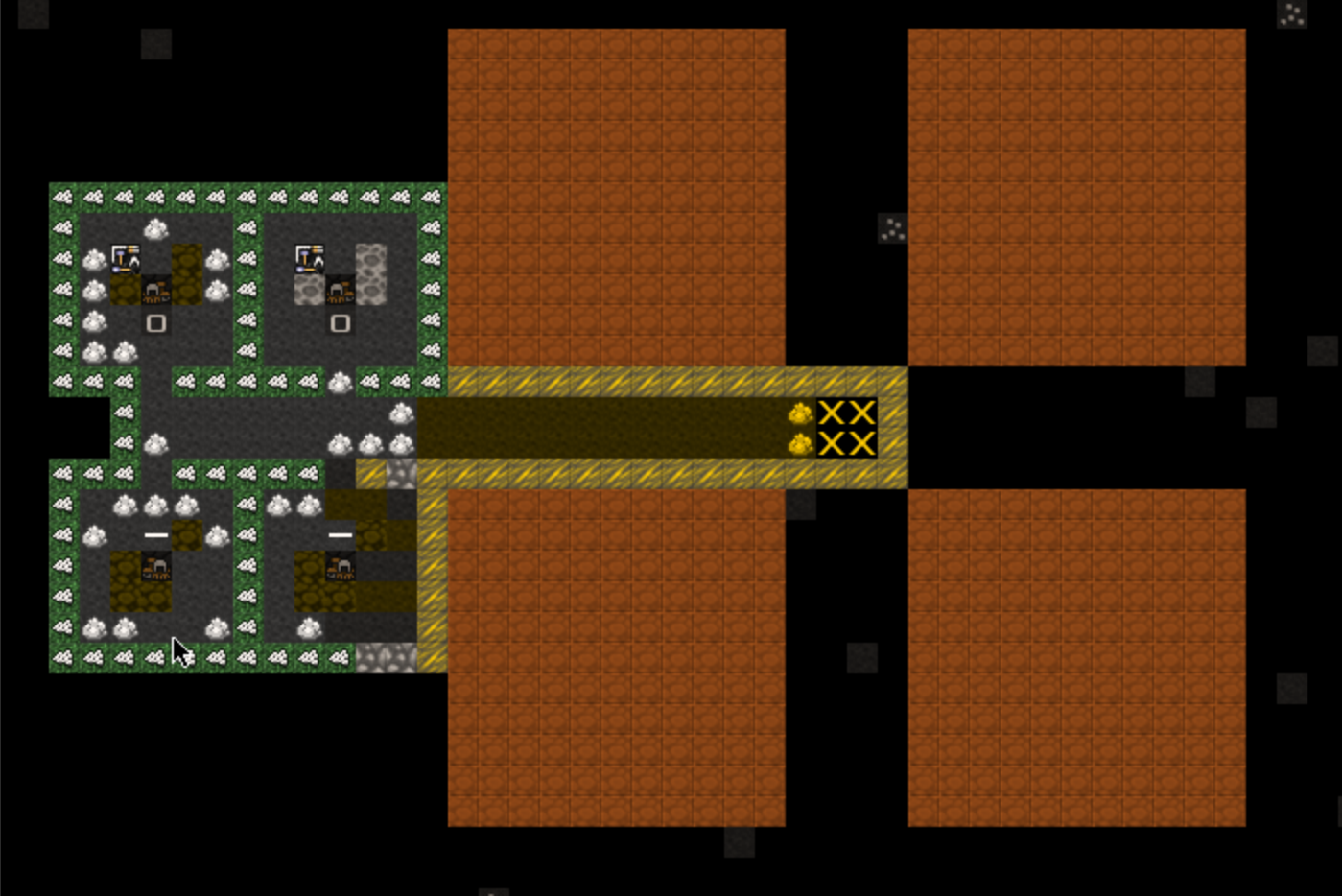
New space for farms and pasture. Notice all that hematite? We will have weapons, and wood.

[Spoiler](#) (click to show/hide)



There are three stacked floors like this. We also found more gold while digging.

[Spoiler](#) (click to show/hide)



Space for stockpiles and workshops. There is a large aquifer, so we dug down a bit.
[/i]

Title: **Re: Dorfday: The Heist - The Gold, the Dead and the Goblins (Players are welcome!)**
Post by: **4maskwolf** on **November 05, 2013, 09:12:59 pm**

Did I get any kills? I'm not actually obsessed with my dwarf getting kills, but it makes it easier to write the updates.

Title: **Re: Dorfday: The Heist - The Gold, the Dead and the Goblins (Players are welcome!)**
Post by: **Grimmash** on **November 06, 2013, 12:06:03 am**

You didn't. So far your kill list is one zombie horse and one zombie human. We have no bolts, and currently no good way to get more until the tree farm gets going.

Title: **Re: Dorfday: The Heist - The Gold, the Dead and the Goblins (Players are welcome!)**
Post by: **4maskwolf** on **November 06, 2013, 12:13:50 am**

From the diary of Maskwolf:
12 Granite
Grim stepped down at the beginning of the year (good riddance for bad trash) and appointed a successor, a dwarf known as Grimmash. Not sure who this guy is, could have sworn I'd never seem him before. Whatever. As soon as I heard of the change, I asked him about the archery range, only to be told there were no bolts. No bolts! DAMN YOU GRIM!!!!!!!!!!!!!!!!!!!!!!

5 Hematite
Well, some elves showed up recently, and we would have shot them to pieces (the dogs deserve no less) but oh right, NO BOLTS! Grimmash had better get on that soon or he may be the second one with a bolt through his skull. Speaking of which, I need to study Grim's habits, plan my time to strike.

Title: **Re: Dorfday: The Heist - The Gold, the Dead and the Goblins (Players are welcome!)**
Post by: **Grimmash** on **November 06, 2013, 12:46:45 am**

Summer - Part 1

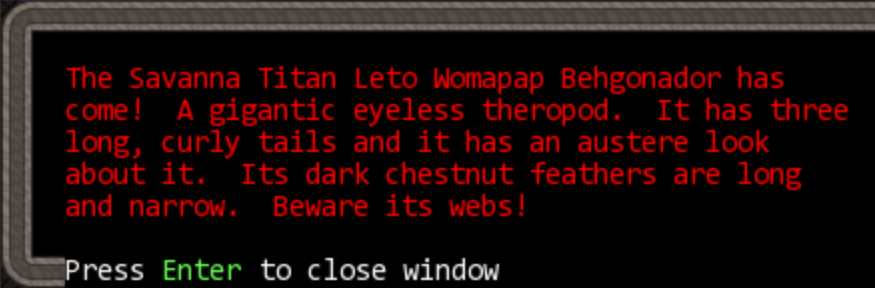
17th Hematite

I'm not sure what to do, journal. The migrants were bad enough, trying to sort everyone out. Grim has been giving me the evil eye, ever since we ran out of bolts. I was trying to make more, how was I to know one of the old overseers had an order buried in the stockpiles that said our craftdswarves could only use raw gold? Oh well, I have fixed that. He will have to make do until the carvers have had some time. Not that it really matters.

A child has gone mad, the sibling of the other dead children. Blenheim finally died of thirst, poor bastard. And Maskwolf has been possessed. I order a leatherworks built for him, and that seemed to do the trick. I was following him around, checking to see that we had all that he needed, when I stopped to look out over the bridge.

I thought madness, suspicion, depression, hordes of children, goblins, starvation, sobriety and necromancers were pretty much as low as it could get. I was wrong.

Spoiler (click to show/hide)



OOC: This will be interesting. He webs. He can step down into our fort in a number of places. All of the bridges above ground are retracting, so in theory he can walk into the courtyard from above, then down into the trade depot, and straight into the barracks. My first thought is to wall off everything for now, then try and build some sort of pit to trap it. That, or hope a siege comes along. Goddam migrants.

Title: **Re: Dorfday: The Heist - Marksdwarf Elite (Players are welcome!)**
Post by: **FireCrazy** on **November 06, 2013, 02:52:19 am**

Quote from: Monitor Lisard on November 05, 2013, 12:51:44 am

OOC note: Here's a fun fact you guys may enjoy:
 Spoiler (click to show/hide)

Relationships of the Miner 'FireCrazy' Tangathled	
'Daria' Adilsebsúr, Farmer	Lover
Ziril	Deity
Sarvesh	Deity
'Rufus' Stettadbomrek, Woodworker	Friend
'Nuckles' Zulbanetur, Mechanic	Friend
'Monitor Lizard' Áláthkokeb, expedition leader	Friend
'Grim' Nintosid, broker	Friend
'Magni' Elistun, Colonel	Friend
Ushat Potthoratis, Dwarfen Child	Friend
Rai Ushilaláth, Dwarfen Child	Friend
Feb Ibrukoddon, Woodworker	Friend
Sibrek Ledadag, Planter	Friend
Zulban Biseklokum, Planter	Friend
Zefon Gisðkavuz, Woodcutter	Friend
'Spazbot' Uzolzeg, Woodcutter	Friend
ezum Oltarnakas, manager	Friend

z: Zoom
v: View
ESC: Done
8293: Scroll
Shift+ESC: Back to Main

(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums1.png.html)
 He's gotta be veeery careful about this....

I wonder who.. Relationships of the miner FireCr- oh.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **4maskwolf** on **November 06, 2013, 10:16:02 am**

Mask paced her room, muttering to herself
 "There's got to be something, some way to catch Grim by himself, some way to trap him. I must..."
 A smile creeps over her face,
 "I must BUILD something. That's it! It's the solution!"
 She leaped to her feet, off to find a leather working facility.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Grim Portent** on **November 06, 2013, 11:27:08 am**

Knew I'd forgotten something with the gold stuff, yeah I forgot to unlink the gold stockpile after I was done making shiny stuff. Also it's maskwolf whose been giving you evils, my dwarf doesn't mind if we're out of bolts.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Grimmash** on **November 06, 2013, 12:25:22 pm**

Oops. This is my first time trying to write for a succession game, and it is a lot harder to keep the out of game plots straight along with the stuff going on in game than i thought:). I need to reread some of the journals to see who and what i can try to get into the next update.

 It may be a day or two before the next update. I have plans tonight, and i want to do a few short tests on a copy of the save to make sure i don't accidentally the fortress so soon. I've never had a titan show before, and we have at least 3, maybe 4 or 5 entrances, all of which are only blocked via doors, or only vertical space for the guard tower. I'm not sure if that thing can fly. It has feathers, but i forgot to check for actual wings. If it paths straight to the fort, i have to hope we can build walls fast enough to buy some time.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Grim Portent** on **November 06, 2013, 01:07:58 pm**

Well let's see, we have the tower, but that should be safe unless it can fly, there's the main entrance which it can probably stroll right through, and there's the depot which I think it might be able to step into the fort from.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Grimmash** on **November 06, 2013, 02:42:07 pm**

Pretty much. The front gate leads to the doors or the depot. If we survive, that will become at least 2z levels deep. The guard tower. The overhang over the courtyard, although that is with bolt range of the tower. And i built a pit in the courtyard that falls into the hollow someone made, and has a tunnel leading back to the fort so we can unforbid useful bone for bolt making. I never thought I'd get enough migrants to attract a z-level skipping titan, so that only has a door.

 What i cannot remember is if the guard tower is on top of the main stairs, or if there is a tunnel i can wall off. That and the front are my biggest concerns. The depot and tunnel should be easy to wall off.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Grim Portent** on **November 06, 2013, 02:48:34 pm**

I think the tower is at the top of the stairs.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Monitor Lisard** on **November 06, 2013, 02:57:29 pm**

The guard tower is at the top of the main stairway. I used ramps to connect the floors, and, if I remember correctly , you can build a floor over ramps.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Aseaheru** on **November 06, 2013, 03:34:22 pm**

The religion is fine with hospitals, just not drugs, surgery, traction benches, etc.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**

Post by: **Ruhn** on **November 06, 2013, 05:51:19 pm**

Quote from: Aseaheru on November 06, 2013, 03:34:22 pm

The religion is fine with hospitals, just not drugs, surgery, traction benches, etc.

This will make good journal material.

Personal Diary of Nuckles

I talked to our new doctor Aseaheru a while back, just to size him up. The funny thing about doctors is that they're the last person on your mind until something goes terribly wrong. I remember having to haul a buddy all over the place once when the normal guy was on

break. The backup doctor was a nut case, wanted to bite my friend's neck for some reason. I ended up having to take him to the mercy room and explain how he took 3 bolts while "falling down the stairs". Anyway, our guy Aseaheru just told me that he doesn't actually plan to give the patients medicine or treatment? I am officially looking for a new medic.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **Aseaheru** on **November 06, 2013, 05:53:21 pm**

Mostly it seems to be "keep them fed, watered and praying"

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **4maskwolf** on **November 06, 2013, 06:38:57 pm**

Grim sighed, sitting down after a long day of work. Now was time to sit down and have a nice drink of booze. He surveyed the room, surprised to see Maskwolf making a beeline for him. SHe was a strange dwarf, and never spoke to him unless found and spoken to. "Grim, get me a leatherworks this instant!" Grim sighed. This dwarf was getting tiresome. "I don't have the authority to do that anymore." The next thing Grim knew, he was on the ground, his chin burning. Maskwolf's crossbow was pointed straight at his face. "I... said... get... me... a... leatherworks..." She growled "I..." Grim began, but his voice faltered. The vein pulsing in her neck looked so... no, she had a crossbow. "You need to talk to Grimmash. He's the new..." Maskwolf leaned down till her face was right next to his, the crossbow pushed against his skull, "I need you to get me a leatherworks. NOW!"

With all out of character apologies to Grim.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **Grim Portent** on **November 06, 2013, 06:51:59 pm**

No need for apologies, it fits fine.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **Grimmash** on **November 06, 2013, 07:41:36 pm**

The Journal of Grimmash, Overseer of Chamberdrums

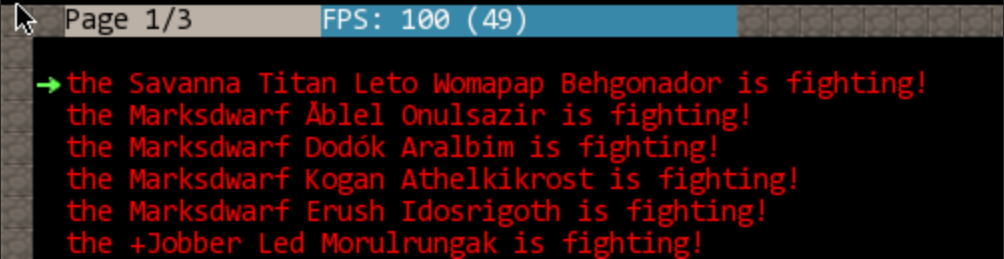
22nd Felsite

Armok has truly blessed us! The deeds of the last few days have restored my faith in his crimson fury, and in the rightness of our bloody path in Chamberdrums.

I confess, when I saw the lizard-like abomination, triple tails slowly twitching, I though we were doomed. It was covered in feathers, and I saw no way to keep the beast from breaking down the doors. A few of the old hands here, Monitor and FireCrazy among them, calmed me and provided some advice. We immediately sounded the alarm to bring in the dwarves in the courtyard, and made plans to wall off behind the doors that the beast could tear down in the depot, the pit and the courtyard. We almost lost a father and child beyond the bridge, but quick work by our dwarves moved that bridge faster than I though possible, and they made it in.

While that fiasco was unfolding, our marksdwarves deployed to the tower to try and at least wound the beast however it decided to attack. But the beast was none to smart. It made for the ruins of the failed farms, and spent some time tearing apart the fields. By the time it turned its' baleful gaze to the fortress, our marskmen were ready. As the beast approached, our makeshift bone bolts began to hit the monster.

[Spoiler \(click to show/hide\)](#)



While the beast was covered in feathers we soon learned it had no wings, and with true aim the marksmen quickly disabled the beast with a shot to the lungs. They brought it down a paces further on, as it stumbled and bled across the wastes above our home. A final shot to the chest hit near the heart, and the beast collapsed, spilling raspy breaths full of blood and webs, until it expired.

[Spoiler \(click to show/hide\)](#)

The flying {yak bone bolt} strikes The Savanna Titan in the right hand, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The flying {yak bone bolt} strikes The Savanna Titan in the upper body, tearing the muscle and bruising the right lung!
The Savanna Titan is having trouble breathing!
The flying {yak bone bolt} strikes The Savanna Titan in the mouth, tearing the muscle!
The {yak bone bolt} has lodged firmly in the wound!
The flying {yak bone bolt} strikes The Savanna Titan in the right upper arm, fracturing the bone!
A tendon has been torn!
The flying ({iron bolt}) strikes The Savanna Titan in the right upper arm, chipping the bone!
A tendon has been torn!
The flying {yak bone bolt} strikes The Savanna Titan in the upper body, tearing the muscle and fracturing the right floating ribs!
The flying {-yak bone bolt-} strikes The Savanna Titan in the left upper leg, fracturing the bone!
A tendon has been torn!
The Savanna Titan falls over.
The flying ({iron bolt}) strikes The Savanna Titan in the lower body, tearing the muscle!
The flying {-yak bone bolt-} strikes The Savanna Titan in the right lower arm, chipping the bone!
A ligament has been torn and a tendon has been torn!
The flying {-yak bone bolt-} strikes The Savanna Titan in the lower body, tearing the muscle and bruising the guts!
The flying {yak bone bolt} strikes The Savanna Titan in the left lower leg, fracturing the bone!
A ligament has been torn and a tendon has been torn!
The flying {yak bone bolt} strikes The Savanna Titan in the right upper leg, fracturing the bone!
A tendon has been torn!
The flying ({iron bolt}) strikes The Savanna Titan in the left tail, chipping the bone!
A tendon has been torn!
→The flying ({iron bolt}) strikes The Savanna Titan in the upper body, tearing the muscle and tearing the heart!
A major artery in the heart has been opened by the attack!

That's the entire fight. Seriously.

Spoiler (click to show/hide)



It walked about ten paces, from east to west, and died with a punctured lung and a bolt to the heart.

A dwarf named Albel Onulsazir fired the final bolt, and has earned the name "Titanslayer".

Spoiler (click to show/hide)

FPS: 100 (49)

The Kills of Ablel Onulsazir

One Kill

Leto Valleyhill the Feral Dune the savanna titan d 130

With this victory, Chamberdrums shall only grow stronger, and vengeance on the Mountainhome shall be ours!

I heard that there was an altercation between Maskwolf and Grim. I think Mask mistook us, and decked Grim for failing to create a leatherworks for him, while I was giving the very orders to build the workshop. I hope Grim is understanding. There seems to be some strange hatred in Mask towards Grim, and some of the other dwarves have told me he feels slighted, missing out out much of the combat that has occurred. I've told the others to keep news of the titan's slaying from Mask until he comes out of his mood. I fear what telling him now might lead to.

OOC: I copied the save to see if the titan was a flyer, and to see if I could seal the fort fast enough. That went shockingly well, so on with the game. Also, I just have to show you where Mask was during all this:

Spoiler (click to show/hide)



The bright purple exclamation point in the bottom right is Mask rushing down to the leatherworks, where some of the farms used to be. Also, Grim has a baby! He is carrying it around with him. How cute!

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **4maskwolf** on **November 06, 2013, 07:46:37 pm**

Great update. Though did you mean to say "keep the word of the titan's death from Maskwolf?" Also, what type of mood is it?

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **Grim Portent** on **November 06, 2013, 07:57:34 pm**

I believe he meant to say to keep news from you and that you had a baby. My dorf is male and single while yours is female and married to spazbot.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **4maskwolf** on **November 06, 2013, 07:59:10 pm**

That's what I thought. Alright, the fact that my dwarf has a baby changes things.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **Grimmash** on **November 06, 2013, 10:41:44 pm**

Maskwolf is possessed.

The baby comment was OOC, I just thought it was funny to see a mooding marksdwarf running around with a tike.

I meant, in character, to try and prevent anyone from telling Maskwolf, while possessed, that he also managed to miss one of the most notable fights/kills in the short history of the fort. And that yet another marksdwarf got a kill. Obviously word will spread, but no sense in throwing explosives on a bonfire. Armok forbid Mask confuses Grimmash for Grim. I don't want to be held at crossbow-point. I'm just a cheesemaker turned mason turned overseer.

I'll look up the family connections for everyone in a bit and post them.

So assuming I can get back to building out the fort, I'm planning on moving a lot of our stuff down below the aquifer, digging out the tree farm, making our defenses titan-proof, and starting the *plan*. Any requests for things to be done? Bonus points for journaling it. I plan on getting through some more of summer tonight, and the hordes of dwarves will speed my work up a bit.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **4maskwolf** on **November 06, 2013, 10:49:54 pm**

Quote from: Grimmash on November 06, 2013, 10:41:44 pm

The baby comment was OOC, I just thought it was funny to see a mooding marksdwarf running around with a tike.

That's the moody mooding marksdwarf Maskwolf, to you.

Also, we knew what you were saying, but you wrote Grim twice when you meant Maskwolf.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **Grimmash** on **November 07, 2013, 12:55:49 am**

The Journal of Grimmash, Overseer of Chamberdrums

Summer – Part 2

24th Hematite

At some point, we elected a mayor, Zulban Biseklokum. She is miserable. Apparently no one bothered to tell her about the damn titan we just fought off. One taste of nobility is all it takes... Ah well, I've designated some large rooms to be dug out for her. Next to all the founders, so they can keep an eye on her.

More good news, Maskwolf has begun a mysterious construction. I hope she makes something useful for the fort!

27th Hematite

We managed to butcher that damn titan, and the butcher's bill was astounding: 266 servings of meat, 14 servings of brain, 28 servings of lung, 7 servings of heart, 42 servings of intestines, 59 servings of fat, 132 bones, and sundry bits of tissue, nail, and other items. Too bad Maskwolf wasn't able to use any in her project.

28th Hematite

Maskwolf finished her project. She brought it to me, baby in tow, with a soft expression completely unlike anything I had seen from her.

"What is it?" I asked.

"I call it Azkobekos, Incensetake!"

It was a leather shoe.

I had no idea what to say, so I told her I was glad to have her back, and told we had new bolts in the stocks. I promised to try and make some out of metal if I get the chance, but bone is all we have for now. I hope she has softened some. I also told her I was sure Grim meant her no ill will. We need to focus on our goal here, and not fight amongst ourselves.

We will make Chamberdrums safe, make it the greatest fortress in the realm, and then take unleash vengeance on those who sent us here, not our brothers and sisters in suffering.

5th Malachite

One of our dwarves, Kubuk Asobirtir, was found suffocated in one of the dorm beds today. I'm not sure what happened, but that's a poor fate for any dwarf. I haven't had time to even think of a hospital yet, although Aseaheru assured me that I was confused about the Cult of Armok Scientist and building a hospital was fine.

I'm working on getting more beds and bedrooms made, more pots for booze and food, and making some room for all our dwarves. Tensions are high, so I have asked the miners to try and dig out a grand dining hall near the new farms. I know Monitor and Grim intended us all to have opulent rooms, but I think I managed to convince them of the need to keep our newer dwarves happy in order buy time to complete our plan. This is a long con, not a smash and grab.

16th Malachite

Our new mayor went mad today. I looked into her past, and I have sad news. Zulban is only 13 years old, and is the daughter of RoughRogue, the poor addict who came here with me. I just finished appointing her rooms by donating my own gold furniture, and I managed to convince Grim and FireCrazy to donate some of their furniture until I could make replacements, but I was too late. I'm sorry RoughRogue, there is just so much to do, and I never even thought of catering to the needs of nobles here.

While I remain committed to Armok's righteous vengeance, I fear I must guard myself so as not to bring his wrath upon us for committing the same sins as the ones who sent us here. While I never intended to harm anyone, my actions are too slow and are costing us innocent dwarves. We must work harder to make sure the needs of all our new exiles are treated as dwarves instead of slaves. Armok, give me strength. I know that we must pay the blood tithe to the God of Blood, but I must strive to ensure it is the blood of the treacherous, not the broken bodies of the persecuted.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **4maskwolf** on **November 07, 2013, 06:40:06 am**

From the diary of Maskwolf
1 Malachite
I woke up yesterday, standing in a leatherworks holding a finely crafted shoe. While I'm sure it was valuable... I felt like I had been used. I couldn't work leather any better, I wasn't even aware of the fact that I had made it. Grimmash tried to be nice, but I know what he was thinking: this artifact was worthless, and so was my greatest achievement at this fortress.

My duty now is to be a good mother to my child. Grim will have to wait. My child needs me first and foremost. I am going to put in a request to resign from military duty and become a bowyer, to equip our military with fine wooden and bone crossbows. Failing that, leather worker, to produce leather armor for our archers.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **zlob** on **November 07, 2013, 06:48:16 am**

Is this still joinable?

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 07, 2013, 07:10:49 am**

It seems that the fate was cruel to Maskwolf the Marksdwarf. She didn't manage to get any notable kills, and then she was posessed and prodused an artifact leather boot. At least, she's got her family to comfort her.

Quote from: zlob on November 07, 2013, 06:48:16 am
Is this still joinable?
Sure, you may have a turn or a dwarf. Or both.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **zlob** on **November 07, 2013, 08:23:52 am**

Well, I want both, but don't dwarf me yet. I will dwarf myself when it is my turn.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **4maskwolf** on **November 07, 2013, 06:54:02 pm**

Maskwolf walks over to her desk, baby in hand, seemingly deep in thought. She takes out a well-worn leather journal from a drawer and pulls the quill from the inkwell, beginning to write:
2 Malachite
I find myself considering what Grimmash said to me after I came out of my trance. He said that Grim meant no harm in his actions. Perhaps I was too harsh in initially condemning Grim. He is an honest dwarf like the rest of us.

Nonetheless, I don't like the looks he's given me lately. His glare is bad enough, but his eyes... something about his eyes makes me nervous. It's something in the way he looks at me...

At this point, the baby starts to cry and she gets up from her desk, walking to the food stockpile for some alcohol to quiet it.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Grim Portent** on **November 07, 2013, 07:20:40 pm**

Journal of Grim, Broker of Chamberdrums

Things have been going well. We got to kill a titan, it was an incredible sight, so much raw power in one being. But most magnificent of all was the way it twitched as it fell, pity I didn't land the last shot. I wonder how valuable it's remains are, I really should go examine it.

But first I think I need to get some water from the well. Maskwolf gave me a good knock on the chin when she took that funny turn. It smarts like a hangover and I think I should put a damp cloth on it or something. I'd ask the doc for help but frankly I can't see it doing any good.

I find myself remembering that necromancer in my idle moments, the way she twitched, the way her blood glistened in the sun. I hope some goblins arrive soon. I need a little... Fun.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **4maskwolf** on **November 07, 2013, 07:38:19 pm**

Quote from: Grim Portent on November 07, 2013, 07:20:40 pm

Journal of Grim, Broker of Chamberdrums

Things have been going well. We got to kill a titan, it was an incredible sight, so much raw power in one being. But most magnificent of all was the way it twitched as it fell, pity I didn't land the last shot. I wonder how valuable it's remains are, I really should go examine it.

I find myself remembering that necromancer in my idle moments, the way she twitched, the way her blood glistened in the sun. I hope some goblins arrive soon. I need a little... Fun.

Awesome. But nothing about being decked in the dining hall?

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Grim Portent** on **November 07, 2013, 07:51:26 pm**

I was probably drunk... :P

Oh what the circus, I'll add something in about that.

Title: **Re: Dorfday: The Heist - Thirst, Insanity and the Titan (Players are welcome!)**
Post by: **Ruhn** on **November 07, 2013, 08:09:30 pm**

OOO: added a journal entry.
Spoiler (click to show/hide)
Quote from: Ruhn on November 06, 2013, 05:51:19 pm

Quote from: Aseaheru on November 06, 2013, 03:34:22 pm

The religion is fine with hospitals, just not drugs, surgery, traction benches, etc.

This will make good journal material.

Personal Diary of Nuckles
I talked to our new doctor Aseaheru a while back, just to size him up. The funny thing about doctors is that they're the last person on your mind until something goes terribly wrong. I remember having to haul a buddy all over the place once when the normal guy was on break. The backup doctor was a nut case, wanted to bite my friend's neck for some reason. I ended up having to take him to the mercy room and explain how he took 3 bolts while "falling down the stairs". Anyway, our guy Aseaheru just told me that he doesn't actually plan to give the patients medicine or treatment? I am officially looking for a new medic.

Personal Diary of Nuckles
I've been taking it easy lately, just me and my pipe. There was some kind of commotion and yelling about a Titan... hey that's cool. I should build a huge bridge someplace and call it the titan. For sure. And if there was a Titan, my traps would take care of it no problem. Yeah. Well, wait. I might actually want to build some more of those- tomorrow. Good times.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Grimmash** on **November 08, 2013, 12:39:33 am**

Journal of Grimmash, Overseer of Chamberdrums

Summer, Part 3

11th Malachite

I received a note from Mask, asking to resign from the militia and work as a bowyer or leatherworker. While I am not sure how useful those skills are right now, I have agreed, but I sent a note back letting her know I was also putting her on the manager's list for some other jobs such as bonecrafting, to make bolts for our marksmen, and to keep her in mind once our smithing operations are viable. She may be able to help give our dwarves the tools they need to kill our enemies.

21st Malachite

The new mayor mandated that we make some bucklers. At least it's something useful. I had to move our planned dining room, as I still have not dug deep enough to avoid the aquifer. That damn thing is lurking all around us, and I'm getting rather frustrated.

On a personal point of pride, the farms are looking quite nice. I've cleared out space for a seed stock, a plant stock with adjacent stills, and put in some farmer's shops. That should help streamline our food and booze production. We also have a rather large number of animals, with some giving birth. I'm glad the titan gave us so much meat, because I have missed working the milk into wheels of cheese, be they creamy, earthy, pungent or mild. Maybe some day soon I will be able to return to my craft.

Spoiler (click to show/hide)



22nd Malachite

We have a new dwarf! One of the migrants gave birth to a baby girl. There may be some hope for us yet.

25th Malachite

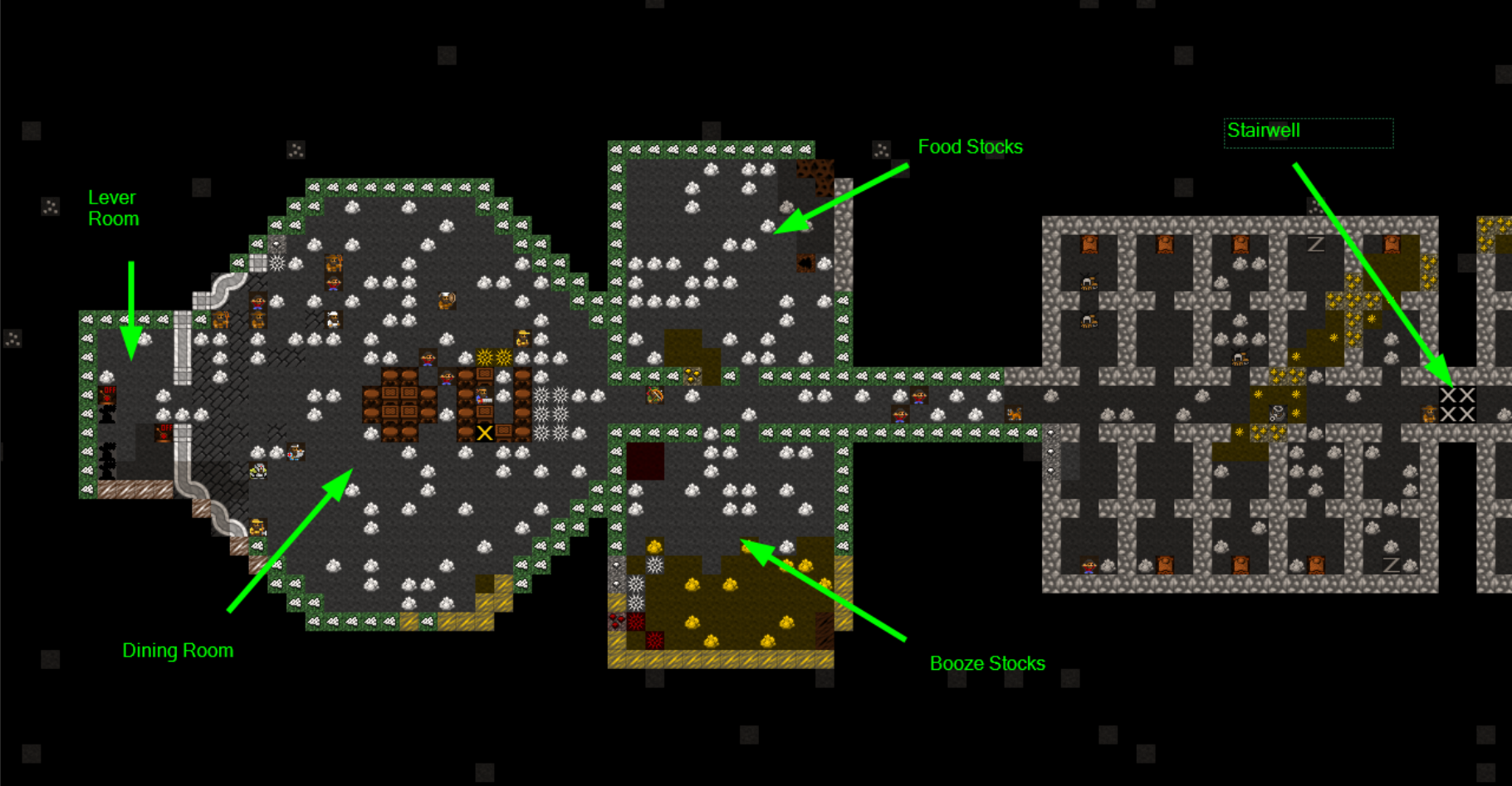
Another birth, and migrants have come. 23 migrants made the trip, among them 11 children, and all made it inside safely, thank Armok. Our fortress is now home to 102 dwarves.

The new space for the dining hall seems to be clear of the aquifer, and our booze production at least seems stable. I’ve order our mechanics, with Nuckles as foreman, to start crafting mechanisms with all our newly won stone. This will serve two purposes: We will have something to trade come the fall, and it will help us secure some new bridges I have ordered to shore up our entrance. Daria has been busy helping keep various odds and ends of the fortress running, and Magni got for forge some more picks to speed up our digging efforts.

13th Galena

The dining hall has been dug out. As I finished requesting that some tables be brought down, I was told a baby boy, Itéb Etolid was born. The new bridges are complete, and I have also started work on a lever room of the dining hall so we can more easily defend Chamberdrums.

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)



I asked the founders to come celebrate the dining hall's opening, and to show them thanks for entrusting me the running of the fortress. After some wine and beer was heartily consumed, they shared their story of how they came to this place. I have to admit their plan was daring, even though it seems they were betrayed. I'll keep an eye on new migrants in case any members from the other syndicates try to sabotage our burgeoning fortress.

Our revelry was short lived, however. One of the mechanics, having just finished linking the bridges to the temporary levers, had spotted goblins coming up the hill. He burst into the hall with a harried cry:

"A vile force of darkness has arrived!"

Spoiler (click to show/hide)



I noticed Maskwolf sitting with her child nearby, and I looked to her, wondering if she is so eager to stay out of the militia. We are prepared, and we have defenses.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Aseaheru** on **November 08, 2013, 09:42:14 pm**

From the desk of "AseaHeru", Cheif Medical Dwarf.

Overseer Grimmash,
This text is an result of the atrocious conditions at this location of ours. Even though we have been here for years now we still have not set up our church or even a reading room! As for medical establishments, while I agree that we need something I do not think we require the drastic measures you wish. We do require rooms where patents may be cared for and pray that there mind my accnollage how there perceptions are wronged, and a location where we may store our texts and let us study them.

Forever at your servace, AseaHeru.

((Yah, he wants a hospital of sorts, with small rooms for each injured dwarf. Also a room with some cabinets, tables, chairs, etc. Also, I know it sounds odd.))

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Grimmash** on **November 08, 2013, 11:35:50 pm**

The following is a letter written by Grimmash:

AseaHeru,

Thank you for your note. I know we have been here for some time; I recall our trip from the Mountainhome two years ago. I understand your concern, and I am sorry that we seem to be misunderstanding each other. I never dreamed that I would be an overseer of fortress such as this, much less trying to ensure the safety of the lives of so many dwarves. I will try to build you a hospital, and I will try to include a room that includes your requests.

However, you may have noted the presence of Titans, the continual goblin skirmishers, the enormous waves of new residents, and the pesky threat of necromancers coming to raise our comrades when they should be resting with Armok. Not to mention the need for food, drink, and even simple beds. These test Armok has sent have left me little time to devote to the vitally important, yet less immediate needs of our fortress. I've order more picks for our miners, and I even sacrificed a caravan of Elves to Armok to gain us precious food, drink and wood. None of our dwarves have fallen to injury, although I dare say I've overlooked other causes of strife that have befallen our comrades.

We both share faith in Armok, so perhaps you could spare a prayer to our God of Blood, that I may better serve his divine plan? Perhaps a plea from such a pious individual as yourself will be received by the Sanguine One, and with some effort I may provide room for his most devout of worshippers, and spare our most pious brethren the indignity of starvation, depression, or paying the ultimate price to our Lord.

Your humble overseer,

Grimmash

OOC: All in good fun :).

Title: **Re: Dorfdag: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Aseaheru** on **November 08, 2013, 11:43:13 pm**

From the desk of "AseaHeru", Chief Medical Dwarf.

Overseer Grimmash,
I thank you for your note, and apologize for any inconvenience it may have caused. If required I will volunteer to produce much of the furniture needed, and will remember you in my prayers.

Forever at your service, AseaHeru.

((Aint it?))

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Grimmash** on **November 09, 2013, 01:14:29 am**

Moodying dwarves are such a pain. Any idea why a dwarf would ignore pig tail thread and spider silk when all he needs is some thread? And for some damn reason i can't shear the Alpacas we have.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 09, 2013, 02:22:27 am**

- So, ya say ye want to hear a story?... - Lizard took a gulp from her golden mug and smiled to herself. - We've got something to tell you, yeah. - She looked at Grimmash, who was sitting right next to her.

- Yo, that's quite a story, sister. Think we got time to tell him? - Nuckles leaned back on his chair and yawned.

- You got my interest! - Grimmash nodded - If it's not a secret, tell me, please!

- All right. - Monitor Lizard sighed. - Listen closely. I'm gonna start from the very beginning...

It was night already. The streets of the Mountainhome were empty and silent. Only a few lights burned, and one could hardly see anything in the darkness that covered the city. All windows were dark. All, except one. A small torch could be seen inside a small jeweler's shop. It was hanging on the wall above the huge stone table, which stood in a small, cramped room. Two dwarves, one male and the other female, were sitting beside it, looking at the map.

- How much are those, you say? - Lizard smelled the air and twitched, as if she was a reptile.
- Faint yellow diamonds? - Grim thought for a second - As I recall, about 120 bucks for the rough one, 200 for cut... - He swallowed. - Look, I know you really appreciate my skills, but do you really need me for this, sister?
- You're a professional. We need you to ensure that those guys won't fool us. That would be a sweet deal, I say.
- And if they try to fool us? - said Grim. Lizard grinned.
- We'll take care of them. Don't be nervous. - Lizard replied.
Grim slowly nodded.
- Good. - The ringleader walked to the entrance. - Meet you at the old copper mines.

...Four dwarves were standing in the center of a large cavern. Two of them were holding crossbows, and one of the dwarves had a mace strapped to his belt.

- You ready, Litast? - Nuckles turned to one of the marksdwarves.

- Yep. - The tall male dwarf nodded.

- Watch the tunnels. - Lizard raised her hand - Those Shrub guys will be here in a minute.

At that point, a group of tough-looking dwarves appeared from one of the tunnels. One of them was carrying a large bag that seemed to be heavy.

- I wouldn't trust those thugs... - Grim whispered.

- Calm yourself. - Lizard and her group walked towards the gangsters. - Good evening! - She said in a loud voice.

- We brought the goods. - A bandit, who bore a huge scar on his face, opened the bag and showed it to Lizard.

- Have a look, Grim. - She took one of the gems that were inside and gave it to the jeweler. He examined it.

- Faint yellow diamond. Emerald cut. Quite a good stone, I say. - Grim gave the gem back to Lizard and stared at the bag.

- So, we got a deal? - The Shrub ringleader grinned.

- Wait. I want to see the others... - Grim walked to the bag and grabbed it.

The bandit frowned.

- Give us the money first... - He pulled the bag from jeweler's hands. It opened, and a few gems dropped on the floor. Grim lifted one of them and looked at it.

- ...It's a tigereye. - He looked at the Shrub gangster - A usual cheap-ass f***ing tigereye.

It was silent for a moment. Than the groomy-looking dwarves, exchanging a glance, raised their crossbows. Grim backed in fear, staring at them.

- YA BACKSTABBIN' SHRUB BASTARDS! - Lizard yelled. Somebody rushed towards her, but got a bolt in the chest. Litast quickly reloaded his weapon and fired again, but this time the bolt bounced off the other gangster's steel chestplate. One of the sword-wielding thugs was getting too close to the marksdwarf, but Nuckles promptly swunged his mace and cruched bandit's right wrist. He screamed and bolted to the nearby rocks.

- Take cover! - Someone shouted. Lizard grabbed Grim by the scruff and pulled him behind the large boulder. Sounds of a fight filled the cave.

- Up ye ass!
- We popping', Gems droppin'!
- THEY CLOCKED URIST! THOSE F***ERS CLOCKED 'EM!
- Cover me!
- I'm out of bolts!"

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**
Post by: **Grimmash** on **November 10, 2013, 11:45:34 pm**

The Journal of Grimmash, Overseer of Chamberdrums

The End of Summer

2nd Limestone

I sent our marksdwarves to the trade depot, and order them to fire upon the goblins. Using our new bridge system, were able to trap them inside the courtyard. They seem to be running back and forth, following a larger goblin, while our bolts and traps slowly pierce them.

Zulban Biseklokum, the former mayor and RoughRogue's daughter was found dead of dehydration in her bed today. I told Rough, but she seems to be taking in stride. I wonder if the weed has permanently altered her mind?

7th Limestone

After days of fighting, I order the marksdwarves to stand down and take a break. We have killed a few goblins, and they seem more frightened than anything else at this point. A few will run into the depot, then fall back into the courtyard where our bolts cannot reach them.

11th Limestone

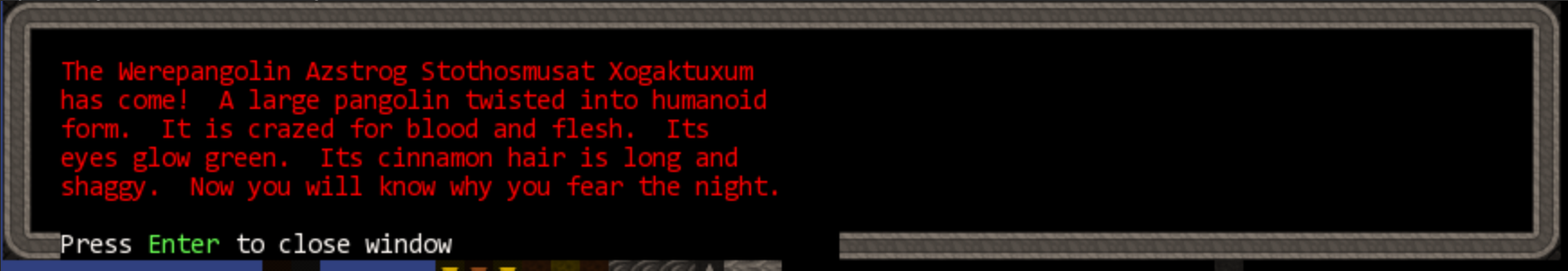
After allowing the dwarves to take a few more shots, the goblins have lost their will to fight. I have let them leave. While Armok would surely welcome their blood we have too much to do, and I need access to the wood in the depot.

Here is the butcher's bill from the pathetic siege:

- 5 dead of 13 goblins.
- Two by trap.
- Grim: 1 Goblin.
- Monitor Lizard: 1 goblin.
- Titanslayer: 1 goblin.

14th Limestone

[Spoiler](#) (click to show/hide)



A werepangolin has shown up on our land. I have dispatched our melee squad to take it down.

15th Limestone

The stupid shape-changer turned into a goblin and fled. I'll keep an eye out for the creature.

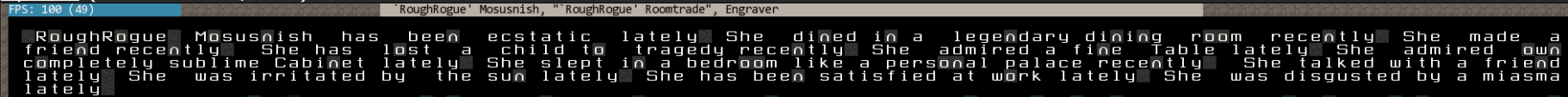
20th Limestone

Atir Lokumtob, a miner, has become possessed and claimed a Mason's workshop. So far he has grabbed the hide of the titan and some raw gold. This may work in our favor if we can satisfy his needs. I hope for some priceless furniture with which to increase our stature in the eyes of the Mountainhome, and sooner lure in the ill-fated King.

24th Limestone

I checked in with RoughRogue today, and she was ecstatic. I am sure, beyond a doubt, that she must be mad.

[Spoiler](#) (click to show/hide)



I am also glad to say that work on the plan has begun. I have marked off a series of rooms to serve as the backbone of our trap. Once it has come a little further along, I shall show the others the final design.

Atir has been babbling for thread, yet we have plenty of pig tail strands in the stocks. It seems I cannot yet shear any of our livestock, so I have ordered a deeper entrance to the caverns to try and claim some silk.

1st Sandstone

So much Miasma! I have ordered mass pitting of the corpses from the siege. Work on the new tunnels progresses, but slowly. We have to dig down considerably to reach the webs, and some of it appears to be from a giant cave spider. I hope this does not end badly for the fortress.

[Spoiler](#) (click to show/hide)



4th Sandstone

Ushrir Lolokstakud was reinstalled as mayor. I have properly prepared rooms this time. I am loath to see another dwarf, even a fledgling noble, struck down by madness.

5th Sandstone

Nuckles has grown attached to a bronze mace. I hope it serves him well. My reworking of the squads also seems to have encouraged them to train more often. I have a feeling that the small wave of goblins was only a precursor to something more sinister. Hopefully the training will serve us well.

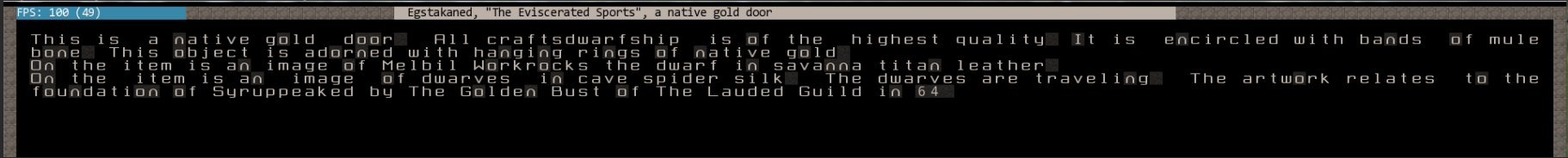
24th Sandstone

More migrants have arrived, 15 in total, bring our population to 115 souls. There have also been a few births, so I am hopeful that some happiness can be found in this treacherous land.

We managed to collect some of the cave spider silk and craft it to thread. Atir immediately seized it, and started construction on whatever it is he is trying to make. At least I have saved one dwarf from madness.

1st Timber

[Spoiler](#) (click to show/hide)



Atir has completed his work: Egstakaned, The Eviscerated Sports, a native gold door. While it sadly does not recount anything of note in our fortress, Grim tells me it is quite valuable. I will place it at the entrance to the dining hall for now. It will do our dwarves well to see such a beautiful creation, surrounded as we are by death.

Some beast, called Nomar Laslemitvid Hgopex Maga keeps enraging, although I have no idea where he is. I assume it lives deep in the caverns, as we are hearing rumbles and roars from the depths. I have a bridge and lever under way to seal off the lower caverns if need be. I hope we can complete them soon.

14th Timber

[Spoiler](#) (click to show/hide)



The beast showed it's head! It was a fast bastard, and ran up the stairwell as we tried to finish off the bridge and lever. The battle was entered on the stairs deep below our fortress, and Daria related the events to me.

Our dwarves through it would be an easy fight, given the state of the beast when they encountered it.

[Spoiler](#) (click to show/hide)



Trolls, necromancers, and dead traders. You can see the new fortifications to the left.

Spoiler (click to show/hide)

Page 2/2FPS: 100 (50)

Fishery Worker necromancer's right lower leg.

The Troll grabs The Dwarf Fishery Worker necromancer by the right upper arm with her left lower arm!

→The Troll goes The Dwarf Fishery Worker necromancer in the head with her right tusk, bruising the muscle, jamming the skull through the brain and tearing the brain!

What you don't see is the previous page of limb breaking, joint popping and sheer viciousness.

Spoiler (click to show/hide)



Notice the fleeing necromancer to the right. That is the edge of the map. You can also see the new fortifications, with roof, to the far left.

Given the vulnerable nature of our fortifications and the now unoccupied goblins, I have stood the marksdwarves down to ponder our next move. I barely made it alive off the guard tower, as the goblins launched a volley of bolts.

Title: **Re: Dorfday: The Heist - For the glory! For Chamberdrums! (Players are welcome!)**

Post by: **Grim Portent** on **November 11, 2013, 05:05:42 am**

They have come to take our shiny things! I think that a channel in front of the new fortifications may be useful, it'll stop non-elite bowgoblins from shooting our marksdwarves.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **FireCrazy** on **November 11, 2013, 07:19:54 am**

Necromancers vs goblins.. should be interesting,

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Blenheim Datandur** on **November 11, 2013, 10:34:52 am**

I can't believe I died already. Of thirst, of all goddamn things.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Grimmash** on **November 11, 2013, 11:14:10 am**

Blenheim - sorry about that. The start of the year was pretty crazy. Everyone else had just been trying to survive. I thought I had a handle on it, but migrants and the titan made the start rather intense. I was hoping to get more mood stuffs off the dwarves, but that was a bust. Hopefully i can loot the corpses If I can figure out a way to deal with all these goblins.

On that note, i was hoping the necros would thin out the archers, but the trolls took out two, and the third was a damn coward. There are no longer any undead, but a about 30 archers. I tested using the guard tower to hit the archers, but that lead to perforated dwarves tumbling down the stairs, so scratch that idea. If i have time, i hope to build fortifications on the tower and either roof or wall off above the courtyard.

I hope to have the remaining turn up in two more posts, with a final third post to explain much of what i have done and how to use the plan on future turns. If we ever get a liason to survive. I'm pretty sure the latest one got gutted along with the other dwarves in the caravan.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Grim Portent** on **November 11, 2013, 11:41:38 am**

You could try carving fortifications in the bottom floor of the tower and stationing the marksdwarves in it. The goblins shouldn't be able to shoot through it until they get close.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Ruhn** on **November 11, 2013, 11:56:02 am**

Personal Diary of Nuckles

This mace I've been carrying has served me well over the years. I really enjoy using it, and this mace gives me extra peace of mind when I hear the bloody goblins and their shrill war calls.

I heard about a golden door Atir made and decided to check it out. Don't know how Atir did it, but the lock on that thing is amazing. And the door doesn't look half bad either. I'm looking forward to admiring it again in the future!

Magni's gone. This terrible beast long forgotten was climbing up the stairs and... I still can't believe it. This is my fault, if only I had finished that emergency bridge project faster.

OOC: Bad luck about Magni and the TitanSlayer, but at least we are surviving the siege.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Monitor Lisard** on **November 11, 2013, 12:32:24 pm**

Quote from: Blenheim Datandur on November 11, 2013, 10:34:52 am

I can't believe I died already. Of thirst, of all goddamn things.

The fortress has faced multiple goblin ambushes, undead sieges, werebeast assaults, a titan, and a forgotten beast onslaught so far. Yet your dorf decided to go nuts and die of thirst. That's sooo Chamberdrums.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Grimmash** on **November 11, 2013, 12:41:47 pm**

The main issue with the marksdwarves, and really the military as a whole, is that all of our dorfs, save myself and i think AseaHeru, are in the military, and are really the only competent ones. So i don't want to waste them. I already lost Magni to a poorly managed FB incursion, and blenheim to the RNG, I'd just as soon turtle for little bit. That siege could break before spring anyway.

I also am thinking of some way to at least trap the goblins, and maybe use the aquifer to our advantage. I have to mull it over a bit. At best I'll the next player a room full of trapped or drowned goblinite.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Grim Portent** on **November 11, 2013, 12:59:05 pm**

To be fair I lost a dorf in my year to a poorly managed zombie fight in the entrance hall. 'Rufus' I believe. If needs be then throw us into the fray, we will each be a tad annoyed if we don't die in an epic fashion but death in battle is better than drowning or old age. I'd sooner die a warrior than waste away for a straw death.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **4maskwolf** on **November 11, 2013, 01:22:45 pm**

Well, unless I was reinlisted I'm not in the military either. And thanks to Grimmash and Grim Portent for incorporating my antics into their stories.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

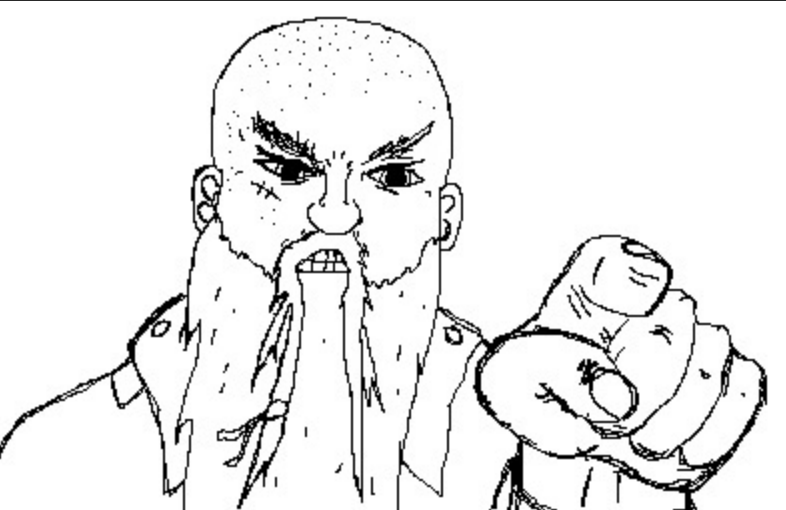
Post by: **Monitor Lisard** on **November 11, 2013, 01:55:59 pm**

Quote from: Grim Portent on November 11, 2013, 12:59:05 pm

To be fair I lost a dorf in my year to a poorly managed zombie fight in the entrance hall. 'Rufus' I believe. If needs be then throw us into the fray, we will each be a tad annoyed if we don't die in an epic fashion but death in battle is better than drowning or old age. I'd sooner die a warrior than waste away for a straw death.

"Oh, so you come to MY fortress... Trying to slaughter MY friends... Willing to take MY bling... And you think you can get away with this? How about NO?!"

This is a picture of broker dorf!Grim. It is studded with baldness and menases with spikes of badassery.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Grimportrait.jpg.html>)

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**

Post by: **Grimmash** on **November 11, 2013, 02:25:00 pm**

Although the pop has grown considerably, the dwarves i had at the start, including the dorfed dwarves, are still the most useful. So not throwing our bearded selves into combat willy nilly is also good for getting stuff done around the fort.

Which reminds me, i need to butcher that FB. We are going to have so much meat... At the very least i will leave the new overseer piles of booze, fb and titan meat, and more hematite, gold and rock than we can process.

I could try to get to some lava. You guys think that would make for a fun turn end, or should i leave it to the next poor soul running this place?

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Grimmash** on **November 12, 2013, 12:22:54 am**

End of turn will be posted tomorrow.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Grim Portent** on **November 12, 2013, 08:18:05 am**

I like the picture Lisard, it is indeed studded with baldness. :D

If the caverns are open we could start chopping down cavern wood to make charcoal to process our ores so we can improve our fort a bit more, it's dangerous for the woodcutters and haulers but it would be useful. Lava, while fun, is a bit of a risky thing to get, and even when you do get it you also wind up with crundle swarms running up and down your multi-cavern stairways.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Blenheim Datandur** on **November 12, 2013, 04:39:42 pm**

Quote from: Grimmash on November 11, 2013, 11:14:10 am

Blenheim - sorry about that. The start of the year was pretty crazy. Everyone else had just been trying to survive. I thought I had a handle on it, but migrants and the titan made the start rather intense.

You're fine, dude. Maybe reincarnate me later as Blenheim II?

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Grimmash** on **November 12, 2013, 07:05:21 pm**

If it weren't for the joy of FBs coming into the caverns, I would be using that cavern. Hence the tree farm that will start producing next turn :).

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Grimmash** on **November 12, 2013, 10:26:13 pm**

Journal of Grimmash, Overseer of Chamberdrums

Final Entry

24th Moonstone

We butchered the enormous newt. It yielded a tremendous amount of food. Over 350 servings of meat, 10 portions of sweetmeats, 20 portions of lung, 5 of heart, and over 30 portions of innards. We also well near 150 pieces of bone to work with!

On the defensive side of things, the siege continues, but I have further bolstered our fortifications, and may have a way to eliminate of these pesky goblins. On recommendation from Grim, I have ordered the miners to dig a trench in front of the fortifications in the courtyard. Apparently this works well at foiling the aim of goblins, so it may help us. Unfortunately, this has necessitated a rerouting of tunnels connecting the depot, fortifications, and the tunnel to the corpse pit. We really do need a better location for the non-dwarven souls that perish here.

Spoiler (click to show/hide)



New tunnels to stop invaders from getting in, and provide access to our important bones and the fortifications.

5th Opal

Well. It seems Armok has yet to fully embrace us. We finished the impromptu redesign of our defense and lured the goblins into the courtyard, only to learn that we had run out of bolts. Completely. Our records show hundreds, but apparently they are all spent on the field, or lying with the dead caravan. More bones to craft are stuck in the courtyard, which is now occupied by our goblin siege force. All our wood is expended on beds for the new immigrants.

But we are safe, for the time. While we are surrounded, we are also walled in. We have sufficient food via our farms and the slaughtered titan and fell newt, and we have more than enough drink to outlast any siege. We also have rooms, if not beds for all our dwarves. I have cleared a new space for stocks and workshops. Once the trees in our cavern farm are grown we will have a steady supply of lumber with which to smelt the large amounts of gold and hematite ore we mined out.

I have one rather insolent idea left to try and thin out the goblins.

10th Opal

My idea worked. I told our brothers to raise and lower the bridge into the fortress repeatedly. The goblins are to dim witted to understand the device, and of the entire squad of 15 or so goblins, all but one have been smashed or flung to gruesome deaths. Perhaps Armok will take some delight in this stupid trick we dwarves have devised?

Spoiler (click to show/hide)



Killed all but one of them. Idiots.

In the meantime, I have greatly expanded our workshop space and carved out some new storage for... something. Due to the massive number of dwarves and empty rooms available, I have also ordered that crafting goods be brought down into the fort, and that trade goods be brought up to the old scattershot stockpiles. I hope to make life easier for our dwarves, and our manager, who has to work with the bookkeeper to keep all the various workshops straight.

The plan is nearly complete... I have begun drafting the plans up for future overseers.

27th Opal

Olon Nilrobek has wirthdrawn from society today, and claimed a bowyer’s workshop. He is staring at a picture of stones and trees. Stone we have plenty of, but the tree farm has not produced any mature tower caps yet. I am sending a few dwarves down the caves to fell a few tress and bring the wood back.

8th Obsidian

Another beast has appeared in the caves. We already got Olon’s wood and he started work, so I have ordered the gates closed.

Spoiler (click to show/hide)



This could lead to honest to goodness !!FUN!!

10th Obsidian

Olon finished his work, and created a fungiwood bow named Nulomtan Losisnol, or Blackmaned the Faint Tongues. I must say, it is a fine crossbow. I’ve offered it to Grim, for killing the first necromancer to come to the fortress. Monitor was a bit cheeky about it, claiming he had “Killed a damn Titan!” I almost lost my temper with him, but he quickly backpedalled, explaining that had taken down one of the reanimated bits of the beast. He offered to go take a drink with Grim, and I tried to calm down.

24th Obsidian

The siege has lifted! I worked with the bookkeeper to make sure we have allowed our dwarves to go collect everything, as I would hate to see the goods left to rot on the field. I’ve also managed to make a small tomb for Magni, Titanslayer and Zefon. It is sparse, but I am sure future overseers will appoint it properly.

And I must yield this post. While I am honored to have served our brothers through such a year, I fear it has taken a toll on me. We saw two sieges, necromancer betrayal, a titan, two forgotten beasts, one still roaming the caves, and nearly one hundred new souls. Although few dwarves perished, many who did were claimed by my early blunders. I will pass my notes on to the next overseer and return to my work as a mason and, hopefully, I will get to craft some cheese. I’ve enclosed sketches of the progress I have made, and I will draft a separate letter detailing the plan for those of us in the cabal plotting the King’s downfall.

I wish the next overseer luck and Armok’s blessing. He is inheriting the fortress in the Golden Age, so things can only get better.

Spoiler (click to show/hide)



Sure, you betcha!

For the next overseer, here is the general state of the fort, followed by some sketches.

Spoiler (click to show/hide)

City Mafolasdug, FPS: 100 (49)				1st Granite, 131, Early Spring							
Animals		Kitchen		Stone		Stocks		Health		Justice	
Created Wealth:		940151				Population:		112			
Weapons:		10355				Miners				12	
Armor and Garb:		19016				Woodworkers				5	
Furniture:		267590				Stoneworkers				8	
Other Objects:		67762				Rangers				8	
Architecture:		292791				Metalsmiths				None	
Displayed:		274339				Jewelers				None	
Held/Worn:		8298				Craftsdwarves				8	
Imported Wealth:		177047				Nobles/Admins				3	
Exported Wealth:		8875				Peasants				9	
Food Stores:		2954				Dwarven Children				33	
Meat		611		Seeds		Fishery Workers				5	
Fish		None		Drink		Farmers				10	
Plant		34		Other		Engineers				4	
						Trained Animals				None	
						Other Animals				29	
										Axe Lords	
										Swordmasters	
										Mace Lords	
										Hammerwarves	
										Hammer Lords	
										Speardwarves	
										Spearmasters	
										Marksdwarves	
										Elite Marksdwarves	
										Wrestlers	
										Elite Wrestlers	
										Recruit/Others	



You can see the small tomb above the new crypt. Someone else can add decorations.

[Spoiler](#) (click to show/hide)



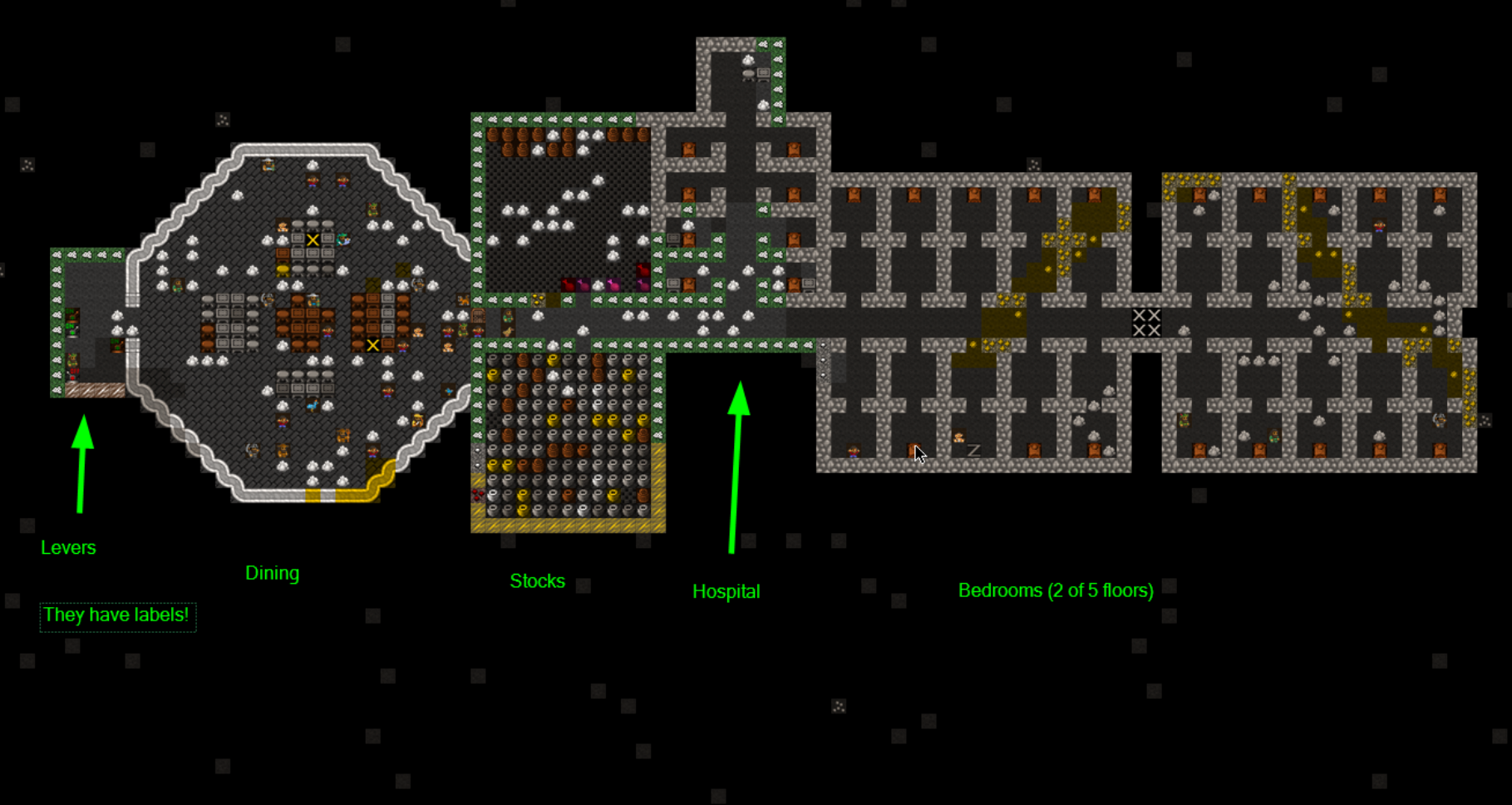
The new workshop space, with central stockpiles. The stock are, clockwise from the top left, stone, jems, cloth, wood.

[Spoiler](#) (click to show/hide)



Random storage space. Maybe for all the damn stone?

[Spoiler](#) (click to show/hide)



The social floor, including AseHeru's hospital and lever room. The levers all have labels.

[Spoiler](#) (click to show/hide)



Farms, tree farm area, livestock processing, and lots of food processing.

[Spoiler](#) (click to show/hide)



Follow the arrows to make sure you get all the goodies.

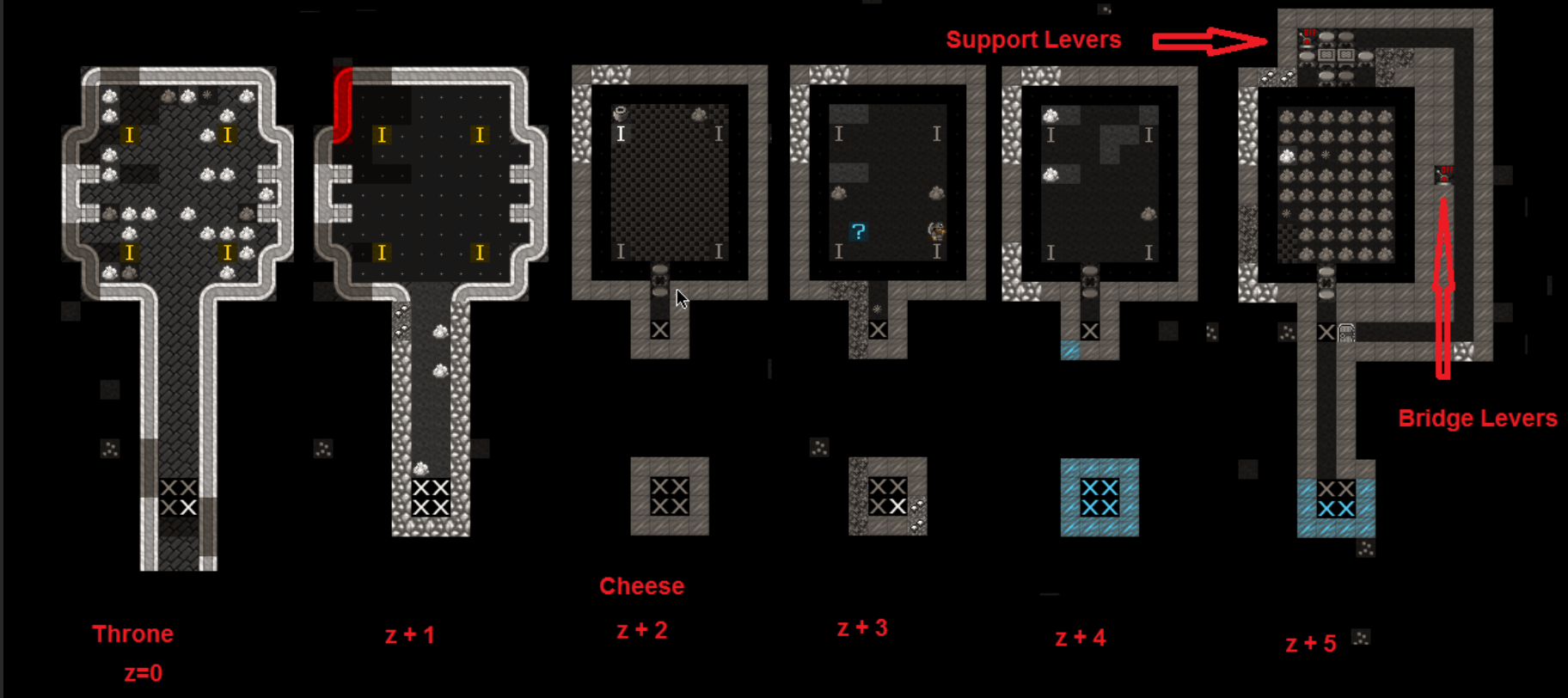
Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Grimmash** on **November 12, 2013, 10:33:36 pm**

Private Letter from Grimmash to the Cabal

Brothers, I have been working on this plan as time permits all year. It is shockingly simply. I have carved out a throne room, two stories tall, with golden pillars. Above those pillars are four platforms, connected to the fortress by a set of bridges. Those bridges are linked to a lever in a tunnel. We will fill these platforms with all manner of goods, and have taken the liberty of designated the first floor for cheese, and filling the fourth with slade. I leave the others to your discretion. I have linked almost all the pillars to a lever in secluded room. The bridges still need to be linked. I fear one dwarf was caught in one of the rooms, and is awaiting completion of the final bridge to leave.

Once we have filled the rooms, linked the bridges and remaining levers, and lured the King to the throne room, we can seal him inside. Then we can proceed to the lever room, closing of the bridges on the way, and give the King an eternal throne.

[Spoiler](#) (click to show/hide)



I must stress the importance of finishing the bridges and lever linkages. One of our mechanics is also trapped with the miner, and has suspended the remaining pillar linkages. This should be easy to fix, with the number of dwarves we have.

With Armok's grace, we shall make these nobles pay for their excesses and greed!

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Grimmash** on **November 12, 2013, 10:45:14 pm**

As soon as DFFD lets me register an account, I will upload the save.
<http://dffd.wimbli.com/file.php?id=8129> (<http://dffd.wimbli.com/file.php?id=8129>)

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **4maskwolf** on **November 12, 2013, 11:31:04 pm**

From the diary of Maskwolf
28 Obsidian
A lot has happened in the past year. Forgotten beasts have been slain, sieges have been fought off, dwarfs have died and been born. Artifacts have been created, weapons have been forged, and projects to eliminate any pesky nobles are currently in progress. Grimmash and the others don't think I know about the purpose of the rooms, but I do. They seem to think that after installing half the mechanisms I wouldn't get some idea of what they were for. I may have no previous skill as a mechanic, but even with the limited experience I have I know that those rooms are death traps. It does not matter to me. If they want to kill the king or whoever it's no skin off my neck. Unless I'm in the wrong place at the wrong time. But it's time I told Grim and the others what I know and my approval of their plans. Perhaps then I won't be kept in the dark.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **Grimmash** on **November 12, 2013, 11:52:44 pm**

Hey 4mask...

Spoiler (click to show/hide)
Aren't you part of the cabal? You built half the mechanisms in the trap rooms 😊 You and Nuckles have pretty much been in the thick of it, since your turn at madness.

But, I think I can help RP you into the cabal, whichever route you want to go with it.

Title: **Re: Dorfday: The Heist - Troll wrestling, Chamberdrums style (Players are welcome!)**
Post by: **4maskwolf** on **November 13, 2013, 12:02:03 am**

Dammit. And that's why I should be more careful in the future. I had assumed that my dwarf wasn't part of the Cabal, given that Grim was one of it's founding members and I picked a fight with him. Hmm... I'll go back and modify my entry so that my dwarf didn't realize what the mechanisms were for until now. RPing into the Cabal would work.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Monitor Lisard** on **November 13, 2013, 01:03:20 am**

Great update, Grimmash! :) I like the situation room you placed on the top floor near the lever. I'll PM darkrider2 as soon as possible.

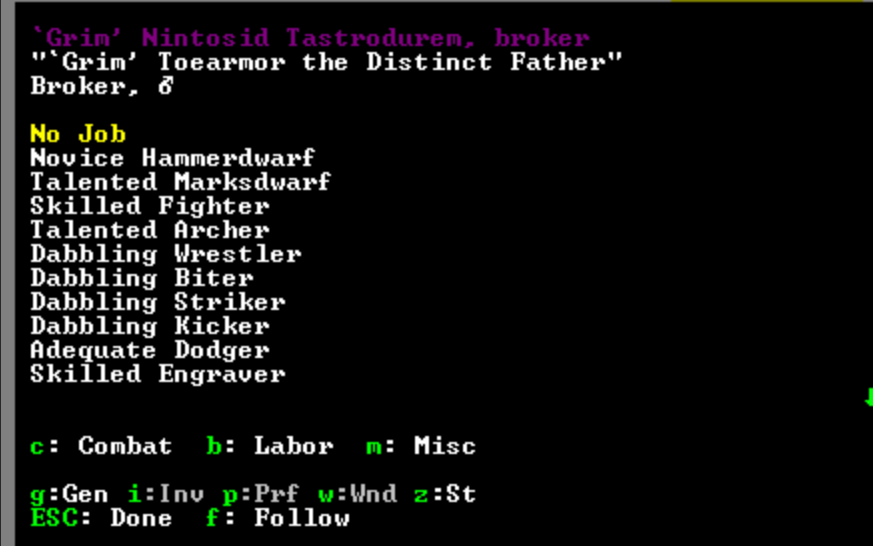
By the way, Lizard is female. :P

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **FireCrazy** on **November 13, 2013, 02:24:54 am**

I think I'll do a journal entry soon. The fortress seems to have evolved a lot during your turn. Lets get that throne room trap finished!

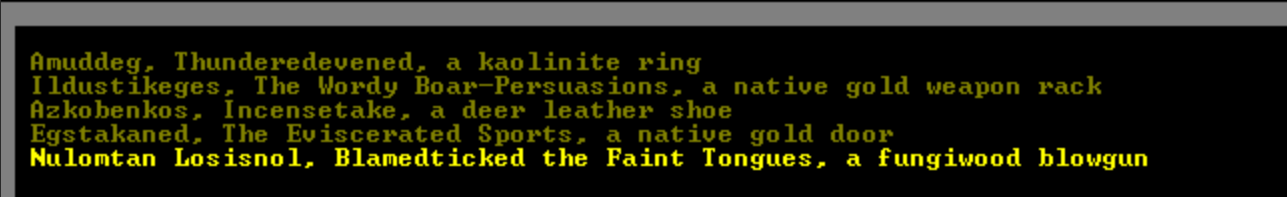
Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Monitor Lisard** on **November 13, 2013, 08:53:05 am**

I took a peek at the save. Grim had got a title.



(http://s1185.photobucket.com/user/Georgethegunner/media/DFdwarfscreen1.png.html)

The artifact weapon is actually a useless blowgun. Even if we had ammo for this, it will be rather ineffective on the battlefield. Our broker should be assigned his crossbow back.



(http://s1185.photobucket.com/user/Georgethegunner/media/DFdwarfscreen2.png.html)

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Grimmash** on **November 13, 2013, 10:52:45 am**

Oops. There may have been an issue involving an alternate timeline and the flaming FB getting into the fortress. When the cabal instituted an impromptu ritual to Armok, apparently the price paid was the nature of the artifact that was created so temporally close to the time rift.

Or i can't read.

Either way, that flame based FB is nasty. He set 1/3 of the dwarves on fire in the alternate timeline. Don't forget to keep that lower bridge shut.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Grim Portent** on **November 13, 2013, 12:54:51 pm**

Blowguns are actually pretty nasty weapons, there's a typo or something in the RAWs that makes them shoot 10x higher velocity than bows and crossbows as I recall. The lack of ammo is the real problem.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Grimmash** on **November 13, 2013, 07:15:47 pm**

Well, that became a lot longer than intended. There you go Mask, I think I gave your dorf something to think about :). Also, I was wrong, you weren't part of the cabal, after reviewing the thread. I just put you in it by mistake.

[Spoiler](#) (click to show/hide)
Journal Entry of Grimmash

29th Obsidian, 130

Fate led me to an interesting conversation today. I was coming down from surveying the cold courtyard, trying to point out where the next overseer should look for supplies from the fallen caravan. Upon the stairs I bumped into Maskwolf. She had just returned from the depths of the fortress. Her hands were stained with a mix of dust and oil, I assume from the mechanisms we have been installing. I smiled and spoke up.

"I hope you are glad with my progress on planning out the project!"

"Hmph," she replied, "Funny that. You think you all have this big secret. Well, some of us know what's really going on here."

I was confused, to say the least. Wasn't Mask part of the initial group that came to this hellish mass of sand and stone? I looked around, and seeing no one else nearby, I asked what she meant.

"Mask, I'm not keeping any secret from you. We have all been working on this project almost since I arrived. Is everything ok? Armok's beard, it's been one hell of year."

With a suspicious look and steady voice she replied, "I may have had a turn a while back, but you can save your silly excuses. You lot have caused me nothing but grief. If it weren't for my child, I'd leave you to chew on the butt of this crossbow."

Something was definitely wrong. And Mask had been here since the beginning, longer than I, so I wanted to try and make things right, at least between us.

"Mask, I'm not sure what I've done, but let me take you for a walk, and try to explain how I see things."

Maskwolf continued to glare at me, but turned around as I gestured down the stairs.

"Look, it's no secret that something happened between you and Grim. I won't pretend to understand, or try to make any excuses. But it has been a nasty task trying to lead this place. From what I heard, Monitor just got us through the first year, and Grim had her hands full trying to shore things up after the necromancers. I know you love that crossbow more than anything besides your child, but our lack of ammunition these first few years has never been targeted at you. I dare say we would have preferred you laying some of that aggression on the beasts that seem hell-bent on taking this place apart."

We had reached the dining hall, and I took us by the drink room, grabbing a few mugs and some of our surprising palatable plump wine. I steered us back towards the stairs, passing the doors to the hall and the hospital on our way. "I think that hall, and the food and drink our brothers are eating, might be my greatest accomplishment over the past year," I said somewhat distractedly. "And I finally got AseaHeru his hospital. Though I'm not sure why he spends all his time in the study."

We reached the stairs and started downwards again.

"I am sincerely sorry for those I was unable to help this year, and I came close to failing you. In a way I did. I wish we could have directed you to the bowyer's shop as opposed to the leatherworks, but when Armok takes one of us into his dreams, there is little to do. And that show may yet come in useful."

"Here's how I see it, Maskwolf. I don't know what happened to you in the Mountainhome. I don't know how that job went down, or who is to blame for your capture. I'm not even sure I agree with what you used to do. I don't know if I agree with the seven that struck the stones here. But I'm not sure it matters much, now."

We had reached the lowest level of the fortress, the crypts and the empty throne room.

"But I do know that we have a chance to make something different here."

I looked at the gleam gold pillars, the smooth stone, and smiled to myself. Maskwold looked puzzled, but maybe the wine or the chance to talk had calmed her some. I walked us up to the dingy tunnels she had so recently returned from.

"I could tell that you wanted to be useful, from the passion of your feud with Grim. No one cares that much about shooting something unless they have a reason to. That's why I told Nuckles and Grim to keep your name on the assignments for the mechanical work we have been toiling at."

We walked into the small room, with a long table and some chairs taking up all the space. A lone lever sat quietly in the corner. Beyond us a dark, black space filled the void. A platform, hewn away from the stones on all sides seemed to brood in the still, cold air.

"This is how we can be useful, Mask. I know now that I was useless. What fortress needs a cheesemaker? This last year has taught me much about were that set of skills ranks in Armok's plans.

But I have also learned what it means to have the lives of others placed in my hands. Those rulers in the Mountainhome, my old duke from my hearth-fortress, they were foul things. Zombies serve without thought. Goblins are bloodthirsty by Armok's whim. But we dwarves are hard working, industrious. We can find a way to use our labor. Those nobles have forsaken the path of toil and reward. They cast dwarves aside without a thought, seeing only playthings. We will show them the error of their ways."

I gestured to the void before us with my mug.

"You know how this room works, Mask. You've laid the fine mechanisms by which we will show the King and his lackeys Armok's reward for those who would flout his gifts. We can lure them here, show them what it means to be true dwarves in Armok's image. And then we can show them what a lowly cheesemaker and humble marskdwarf can accomplish.

The only question is, are you willing to help us?"

Title: Re: Dorfday: The Heist - When goblins fly (Players are welcome!)
Post by: 4maskwolf on November 13, 2013, 08:11:32 pm

Nicely done, Grimmash.
[Spoiler](#) (click to show/hide)
Mask looked across at Grimmash for a long moment. Then two. Finally, she spoke:
"You appear to be mistaken on one thing. I was not part of the original group. I arrived at this fortress in one of the first groups of convicts, attempting to find a new life out here, far away from the tyranny of the mountainhomes. I appreciate your plan, Grimmash, and I can't say that I fault your logic. But know that as soon as my child grows up enough to be independent, I will be rejoining the military as an archer."
Grimmash opened his mouth to respond, but Maskwolf plowed on, "You have seen the horrors that befall us all. Beasts forgotten to history, hordes of the undead, it is as if the land itself wants us gone. While I may not agree with or like many of the present company, it is my duty as a soldier to defend my home. And like it or not, my new home is Chamberdrums."
She paused for a moment, letting this sink in. She stood up and gestured towards the door, and together the two of them walked out into the hallway.
"When I say that I do not like many of the present company that does not mean I won't fight to defend them. Like it or not, it is my duty."
They walked towards the living quarters in silence. As she reached the door to her quarters, Maskwolf turned, "Remember, Grimmash, that my quarrel is not with you. Let us hope it stays that way."
She turned back around and stepped into her room, closing the door behind her. Grimmash paused for a moment, thinking. He could have sworn that her normal angry features had softened for just a moment at the very end.

Title: Re: Dorfday: The Heist - When goblins fly (Players are welcome!)
Post by: Grimmash on November 13, 2013, 09:20:19 pm

Fun notes on the relationships in game:

[Spoiler](#) (click to show/hide)
FireCrazy and Daria are lovers, no kids.
AseaHeru is married to Cyatica, the have one son, Alath Kolarust.
RoughRogue is married to Ezum Oltarnakas, they have 5 kids (3 girls and 2 boys).
SpazBot is married to Maskwolf, they now have 5 kids, 4 daughters and one son)
Grimmash is married to Sibrek Ledadag, with one son and one daughter.
Grim has no lovers or spouses.
Monitor has no lovers or spouses.
Nuckles has no lovers or spouses.

Title: Re: Dorfday: The Heist - When goblins fly (Players are welcome!)
Post by: Grimmash on November 13, 2013, 11:42:17 pm

I like it 4mask.

Because I am this OCD, here is my entire turn in one palce if you hate forum trolling:

<http://dff.d.wimbli.com/file.php?id=8131> (<http://dff.d.wimbli.com/file.php?id=8131>)

Title: Re: Dorfday: The Heist - When goblins fly (Players are welcome!)
Post by: 4maskwolf on November 13, 2013, 11:54:40 pm

Much appreciated, actually. When my turn rolls around, I'll probably compile one of those too.

Title: Re: Dorfday: The Heist - When goblins fly (Players are welcome!)
Post by: Monitor Lisard on November 14, 2013, 05:07:24 am

We'll have to wait for darkrider2 for a while. If he doesn't show up, the turn will go RoughRogue. I'm not sure if he still reads thread, though.

By the way, do you need a baron, count or duke to attract the king?

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **RoughRogue** on **November 14, 2013, 06:03:16 am**

Quote from: Monitor Lisard on November 14, 2013, 05:07:24 am

I'm not sure if he still reads thread, though.

If you mean me, I'm still here. But i'd like to make my turn before Nov 19 cause that day I leave for half a month.
Hope you understood that babbling. I'm not good at human language at all.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Monitor Lisard** on **November 14, 2013, 06:16:18 am**

Quote from: RoughRogue on November 14, 2013, 06:03:16 am

If you mean me, I'm still here. But i'd like to make my turn before Nov 19 cause that day I leave for half a month.
Hope you understood that babbling. I'm not good at human language at all.

I understand you perfectly well. :) If darkrider2 doesn't show up till tomorrow, you may start playing your turn. One more thing to mention: I'm russian too. ;D

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Grimmash** on **November 14, 2013, 09:22:58 am**

I'm trying to put all of our entries into one doc. The main problem is deciding if i should put non-turn entiries inside the rest by ingame chronology, or if they should just get put at the end. I'm leaning towards all in order. That would be easiest to keep updated for everything.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Ruhn** on **November 14, 2013, 04:23:52 pm**

OOOC: I might as well do my duty and sign up for a turn as crime boss.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Timeless Bob** on **November 14, 2013, 04:53:39 pm**

No need for other royals to attract a king, just need the site to be a Metropolis and have given enough tribute to the civ's caravan.
Something like 100k dorfbucks.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Monitor Lisard** on **November 15, 2013, 03:34:53 am**

Alright, I got no answer from darkrider2, so the turn goes to the next player, RoughRogue. I'll send him a note.

Quote from: Ruhn on November 14, 2013, 04:23:52 pm

OOOC: I might as well do my duty and sign up for a turn as crime boss.

I added you to the list. Can't wait for high Nuckles take over the Overseer's office. :P

Quote from: Timeless Bob on November 14, 2013, 04:53:39 pm

No need for other royals to attract a king, just need the site to be a Metropolis and have given enough tribute to the civ's caravan. Something like 100k dorfbucks.

That's good. With all that gold and such we can send tons of valuable gift to the Mountainhome.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **4maskwolf** on **November 15, 2013, 06:48:59 pm**

Lisard, whenever you have time/inclination, could you update the OP with the descriptions of all dwarfs given detailed histories that aren't on there?

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Timeless Bob** on **November 15, 2013, 07:35:59 pm**

It'd be fun to see what Legends mode says about these guys. A sort of pre-eulogy.

FireCrazy you scamp! get back here! You and I aren't done yet until we have fifty lil ones scarpering around here! We'll breed us an army fit for a Dark Queen, or my name ain't "Empress Daria the Darkness of Nobles!"

(Incidentally, each male child in succession should be named "Primus, Secundus, Trius, Tertius, Quintus," ect... while each female child should be named "Daria II, Daria III, Daria IV," ect... My lineage will last a millennium!)

Oh yes, please change my profession to "Empress", and Fire Crazy's to "Empress Consort" (If he doesn't mind), please, thank you!

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **Grimmash** on **November 15, 2013, 08:25:48 pm**

As a side note, I did not check how many kids were in the fort. I think some of them might not be. I was going to post the personalities, but I can't find the dfhack command that spits them out nicely, so I gave up.

Anyone know that command? It may be a Masterwork add in, not sure.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **FireCrazy** on **November 15, 2013, 09:02:28 pm**

Quote from: Timeless Bob on November 15, 2013, 07:35:59 pm

It'd be fun to see what Legends mode says about these guys. A sort of pre-eulogy.

FireCrazy you scamp! get back here! You and I aren't done yet until we have fifty lil ones scarpering around here! We'll breed us an army fit for a Dark Queen, or my name ain't "Empress Daria the Darkness of Nobles!"

(Incidentally, each male child in succession should be named "Primus, Secundus, Trius, Tertius, Quintus," ect... while each female child should be named "Daria II, Daria III, Daria IV," ect... My lineage will last a millennium!)

Oh yes, please change my profession to "Empress", and Fire Crazy's to "Empress Consort" (If he doesn't mind), please, thank you!

Lolwhat.

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **HissinhWalnuts** on **November 15, 2013, 11:57:05 pm**

Dorf me as the busiest dorf so I can be a loner forever. (Cookiemonster.png)

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **RoughRogue** on **November 16, 2013, 03:59:34 am**

Most likely tomorrow my log will be on DFFD. I'm halfway.

[Quote from: Timeless Bob on November 15, 2013, 07:35:59 pm](#)

Oh yes, please change my profession to "Empress", and Fire Crazy's to "Empress Consort" (If he doesn't mind), please, thank you!

Done, Your Majesty Empress of the Plump Helmet Fields:)

[Quote from: HissinhWalnuts on November 15, 2013, 11:57:05 pm](#)

Dorf me as the busiest dorf so I can be a loner forever.

A loner forever? Hm... only if I wall you off. Most of fortress dwarves are partying all the time, including myself:) What about dorfing you as a soldier?

Title: **Re: Dorfday: The Heist - When goblins fly (Players are welcome!)**
Post by: **HissinhWalnuts** on **November 16, 2013, 10:50:40 am**

Sure can do.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 16, 2013, 12:16:36 pm**

I updated the OP. Added HissinhWalnuts to the list and uploaded Aseaheru's, Maskwolf's and RoughRogue's biographies.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grim Portent** on **November 16, 2013, 07:13:13 pm**

Journal of Grim, Broker of Chamberdrums

I hear that the others have a trap of sorts laid out for the king. I remember that not too long ago I was averse to the idea of revenge for being sent out here, but now... I have to confess I wonder if a king dies any differently from a goblin or a dwarf...

I remember when I used to handle trade negotiations for the lesser nobles back home, bartering and evaluating petty trinkets and baubles for them to give to the king. I wonder how he would look buried under a pile of the stuff. His hands jutting out... twitching ever more slowly as his blood seeps out between goblets and rings... Bright crimson amid the gleam of gold...

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **RoughRogue** on **November 17, 2013, 12:42:33 am**

I've got a vampire in the fortress. It seems like it came with the last migration wave. I'm 85% sure who it is. What to do with the suspect? Wall him in? Crush him with the drawbridge? Let him take a walk outside (I forgot to tell ya but I'm sieged by humans & greenskins joint forces led by a dwarf engraver)?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grim Portent** on **November 17, 2013, 01:02:27 am**

I favour walling vampires up.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Timeless Bob** on **November 17, 2013, 01:14:46 am**

Station the biter in a tower where bones are dropped, containing a crafts dwarf workshop, a crossbow, a bed, a weapon stand and an Archery target with channels on either side of the run. Set him in a squad by himself to train 3 months out of every 4, "sleeping in barracks at need", then designate the walled off area as his personal barracks. He can shoot at the target, using bone bolts he crafts himself when not training, allowing the missed bolts to drop into a room below for eventual collection. As he will never be able to be targeted by invaders, even if the rest of the population is wiped out, he will allow the fort to "survive" until migrants can come to reclaim the fortress from whatever killed off the previous inhabitants.

With fortifications looking outside, he might be a sharpshooter in the tower breaking your sieges too.

The utility you're looking for is "forumdwarves" <http://dffd.wimbli.com/file.php?id=7245> (<http://dffd.wimbli.com/file.php?id=7245>)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **RoughRogue** on **November 17, 2013, 11:18:34 am**

Save&Log (<http://dffd.wimbli.com/file.php?id=8141>)

Here I go. Year ended in the middle of the greenskin siege and the dorfs are celebrating my descension from the Overseer's chair:)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 11:22:24 am**

Great. I get to start during a siege. And my dwarf is hyper aggressive.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grimmash** on **November 17, 2013, 11:32:14 am**

I favor walling vamps up and making them useful, like being the bookkeeper. Just give 'em a table and a chair.

TB's idea was a bit more thought out, and potentially more useful.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 11:38:48 am**

Hey Grim, can the goblins come in if they promise to keep their breastplates and boots on?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 17, 2013, 12:08:10 pm**

This is hilarious. One can get pretty high just reading the log. :P

Also, I think this old guy is not a vampire. I heard vampires can only be dubious worshippers of their deities.

Quote from: 4maskwolf on November 17, 2013, 11:38:48 am

Hey Grim, can the goblins come in if they promise to keep their breastplates and boots on?

Sure. Just station a couple of bouncer squads inside, drunk goblins are a quarrelsome bunch. :)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 12:09:33 pm**

Actually, I'm not sure if that's true, but who knows. I'll figure it out.

Time to read the log.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 12:22:31 pm**

Hang on, who died?

Edit: Okay good, not me.

Also, I just looked at the fortress and can only say:
WHAT... THE... FUCK!!!!
This place is a mess. I can't even begin to understand it.

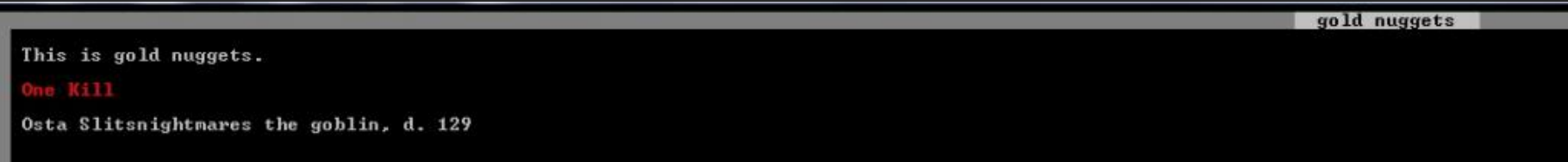
Edit 2: SO... MANY... CHILDREN!!!

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 01:26:04 pm**

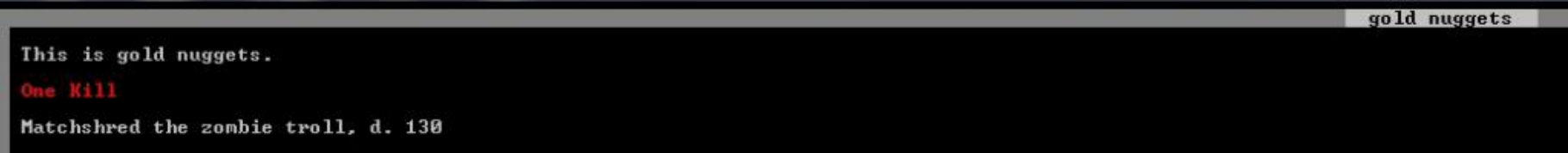
Alright, starting update:
1 Granite
Another year has come around, and with it, another change in leadership. Only this time, they want me to be their leader. Fantastic. Let me give some context. Grimmash approached me the other day after I had finished my mechanical work.
"Maskwolf!"
"Yes, Grimmash? What is it this time?"
"There's no need for that. You know that Roughrogue is stepping down tomorrow."
Truthfully, I didn't, but I wasn't going to say so.
"Yes, of course. What about it?"
"Well, I came to bring you the good news! The cabal has elected you our new leader."
I stared at him, dumbstruck. He seemed to take this as affirmation and walked off, saying, "I'm sure you'll do fine!"
And so now I am overseer. Great. I know what they are doing. They are trying to turn me into a criminal by making me the leader of criminals. I swear, it will not work. But right now, I must deal with the goblins.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 17, 2013, 01:35:48 pm**

From the diary of Monitor Lizard, miner:
It's been a long time since I wrote my latest entry. Things have been going pretty rough lately. I've been hanging out with my crossbow to keep track on bypassing goblin parties - those green assholes are still trying to take our wealth.
First of all, I found out that the haulers are loading pieces of native gold in our stonefall traps. That amuses me greatly - since we don't have enough coal to smelt all that ore, we weaponised it.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFRoughroquesturnscreen1.jpg.html>)



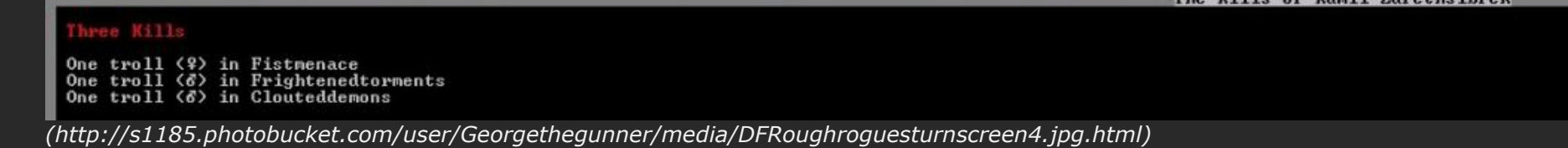
(<http://s1185.photobucket.com/user/Georgethegunner/media/DFRoughroquesturnscreen2.jpg.html>)

The other day, our new soldier HissinhWalnuts got a title. They call him "the Ace Radiances". I'll consider offering him a job in our gang.



(<http://s1185.photobucket.com/user/Georgethegunner/media/DFRoughroquesturnscreen3.jpg.html>)

Despite the fact that we are constantly besieged by goblins and the undead, we keep getting more migrants. Half of them are children, while the other half are rather tough - looking dwarves. Many of those claim that they had killed trolls before coming to our fortress. Either they're exaggerating, or we got a bunch of badass dwarves here.



Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grim Portent** on **November 17, 2013, 02:10:20 pm**

Journal of Grim, Broker of Chamberdrums

Maskwolf has been put in charge. This is good, her violent streak is sure to see us clash with many. I can just imagine their gargled screams as my bolts puncture their lungs... tearing flesh... chipping bone... Why it is taking all my self control not to ascend the tower and fling things at the creatures outside our walls.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 02:15:49 pm**

Quote from: Monitor Lisard on November 17, 2013, 12:08:10 pm
Quote from: 4maskwolf on November 17, 2013, 11:38:48 am
Hey Grim, can the goblins come in if they promise to keep their breastplates and boots on?
Sure. Just station a couple of bouncer squads inside, drunk goblins are a quarrelsome bunch. :)

And remember, when you take into account all of the bouncers, there is only room for one group at a time. To ensure maximum goblin fun. And maximum profit. :D

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 02:45:33 pm**

Are the miners bugged or something? They don't want to mine basically anything. Like, they will mine the first row of tiles and then just stop.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 17, 2013, 02:57:07 pm**

Quote from: 4maskwolf on November 17, 2013, 02:45:33 pm
Are the miners bugged or something? They don't want to mine basically anything. Like, they will mine the first row of tiles and then just stop.
Try designating a digging point right next to them.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 02:59:01 pm**

Well, not the first row, necessarily. They will mine out certain tiles but leave entire rows untouched. Like all the way down to z-level 30-something.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grim Portent** on **November 17, 2013, 05:21:58 pm**

Maybe they're in a burrow?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 05:26:37 pm**

checking
Yep. Goddamn it.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 05:38:59 pm**

1 Granite
Well, if they elected me overseer, I guess I better oversee. First of all, I notice that our military is nonexistent. That is a problem, particularly given the goblins outside. Which I will have to remove at some point. I drafted nine useless peasants and gave them to HissinWalnuts to train. I will get axes made for them shortly. If we even have any metal. And preferably flux. I've ordered two workshops removed to make space for wood furnaces, since we do not appear to have any coal and only three bars of charcoal to use in the forges. There is a bunch of useless items made of metal that cannot be melted down yet, but will be eventually. As soon as these goblins leave or are killed, preferably the later, we will reclaim all of the weapons left outside.
I have ordered the construction of a new barracks for the Snakes of Brass, along with large weapon and armor stockpiles.
It also appears that our haulers were never told what kind of stone goes where. I am finding marble and ores in the mason's stockpiles.
Somebody will pay for this, if I find out who it is.
I have directed our miners to mine out an area in which we will construct our metalworks. They look at me like I am crazy, since we have no coal in the fortress. Well, too bad, I was put in charge. The next dwarf who argues with me will be beaten with a crossbow.
1 Granite
I am told that a forgotten beast approaches. It is said to be made out of snow. Okay... But I don't want to risk the wrath of the other beast to attack it. We will stay in our fortress, thank you very much.
6 Granite
The miners have stopped mining for some reason. I have no idea why.
9 Granite
Whoop-de-doo. A dyer gave birth. Cool. More children we don't need.
17 Granite
And another baby.
18 Granite
I've figured out why the miners refuse to work. It's because one of the idiotic previous overseers ordered them not to leave a certain area. This has since been rectified.
22 Granite
And now the aquifer is getting in the way. Very well, dig under it!
28 Granite
The first stockpile is up in the metalworking area! And the goblins still refuse to leave, but we don't yet have the strength to oust them, despite Grim's insistence.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grim Portent** on **November 17, 2013, 06:32:29 pm**

Do some of the goblins have ranged weapons or are we out of bolts?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 06:33:22 pm**

There's like 10 bowmen and one elite.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grim Portent** on **November 17, 2013, 07:08:34 pm**

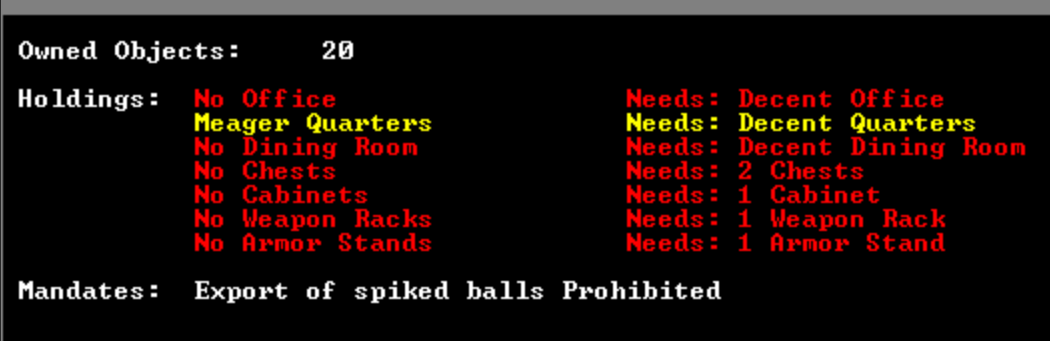
Damn cowardly goblins bringing bows so we cowardly dwarves can't shoot them safely.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 07:18:21 pm**

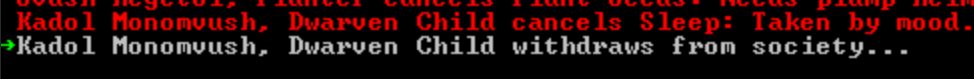
They're gone now. That's good.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 17, 2013, 07:57:03 pm**

4 Slate
No, you're not getting special treatment. Stop asking.

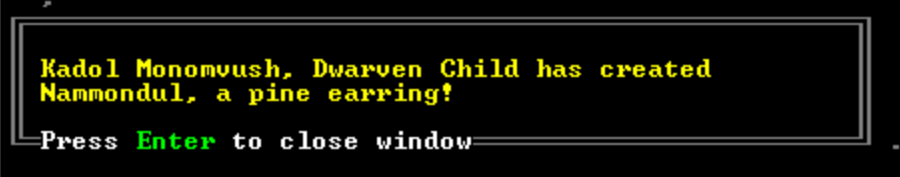


17 Slate
One of the children was taken by some mood today. Almost certainly going to make something useless.



18 Slate
The child brought two logs to a crafts dwarfs workshop. Yep, definitely going to be useless.

23 Slate
Yep. Pine earring. Useless.



24 Slate
Manager, could you, like, approve the work orders. Like now? Or else I'll hit you with a crossbow, that's why!

26 Slate
One of the dwarfs gave birth to triplets today. As if we needed more whining babies.



27 Slate
I ordered the butchering of some animals today, they were getting on my nerves.

15 Felsite
The goblins have left. And we didn't even get to kill any of them. Darn.

17 Felsite
An elven caravan has arrived. Once I figure out how to get the bridges down they can come in.

21 Felsite
Excellent. They are in the depot. It is time to strike!

27 Felsite
All of the elves are dead. Good. I hope they never come back.

6 Hematite
I am starting construction of a proper archery tower, to better protect our archers in the future.

1 Malachite
Okay, what IDIOTS elected the vampire our mayor?
Olon Rabushat, bloodsucker has imposed a ban on certain exports.

13 Malachite
The archer tower is complete!! I have included a sketch of it below.



28 Malachite
Migrants... Great...

7 Galena
Due to the influx of migrants, I have recruited another squad to train with the Snakes of Brass. Welcome your new squad, the Sabres of Dimpling.

9 Galena
I keep finding random stockpiles of bars and ores all over the place. Move all of them to the central stockpile, damn it.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 18, 2013, 06:35:28 pm**

Do I try to kill the humans or leave them alone?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grimmash** on **November 18, 2013, 07:27:35 pm**

If you can trade, why not? If they are hostile, meh.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 18, 2013, 07:37:08 pm**

Too late. I killed them.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Aseaheru** on **November 18, 2013, 08:03:42 pm**

at somepoint we are gonna have to set rules for who to kill, who to ignore and who to trade with.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 18, 2013, 08:08:23 pm**

Oh, and Aseaheru: Your dwarf won't like what I did with the hospital ;)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Aseaheru** on **November 18, 2013, 08:11:35 pm**

what did you do? Fill it with random bullshit? Stock it with antibiotics?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 18, 2013, 08:12:22 pm**

Pretty much.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 18, 2013, 10:57:06 pm**

12 Galena
This is getting seriously annoying. Nothing is getting done because the corridors are too packed.
13 Galena
A human caravan has arrived. Time to test our new military squads.
16 Galena
Killing time. Now Grim will get a chance for some action. He's been bothering me to let him hunt for months, but there's hauling to be done.
20 Galena
We lost four dwarfs to that, nobody important, thankfully. Now all their stuff is ours to take.
26 Galena
It looks like the previous overseers never thought to actually stock our stockpile with the requisite materials. This has since been fixed.
7 Limestone
I've decided to expand our refuse pile. Should be useful for keeping the smell away from the other, squeamish dwarfs.
23 Limestone
I ordered more animals slaughtered today. I'm getting tired of tripping over them.
26 Limestone
A fishery worker was taken by a mood today. Another useless artifact coming right up.
3 Sandstone
In order to put our dead to rest, I have ordered the construction of more coffins. When the masons get around to it. Who knows how long that will take.
8 Sandstone
Sweet Armok he's still collecting stuff.
14 Sandstone
So the vampire wants us to make picks. As if we don't have enough already.
Oh, and the dwarf finished his artifact... cup.
28 Sandstone
MORE MIGRANTS! WHY DOES THE MOUNTAINHOME DO THIS TO US!!!
13 Timber
Congratulations to Cyatica and baby
15 Timber
A dwarven caravan has arrived. Well then.
21 Timber
An ambush! Time for goblin slaying.
23 Timber
Well, at least we only lost one dwar... ARE YOU FUCKING KIDDING ME!!!
7 Moonstone
I just learned that Firecrazy is wounded. That's not good, he's one of our best miners. Other than that, I don't really care. And so is Nuckles, apparently.
8 Moonstone
One of our rangers went stark raving mad. I have no sympathy for a criminal such as him.
11 Moonstone
Firecrazy is back on his feet! As he is a member of the cabal, I suppose that is a good thing.
16 Moonstone
Not entirely sure how, but one of the bridges got destroyed. I've ordered it rebuilt.
26 Moonstone
Bridge is back up. Still don't know what happened.
2 Opal
Another criminal went stark raving mad. Who cares.
3 Opal
Crap crap crap one of the criminals went beserk. And tore apart a child.
20 Opal
I've been doing some renovations on the fortress, which has unfortunately resulted in some minor flooding. Or at least, that's what I tell them.
20 Opal
Great. Another child taken by a mood. Another useless artifact. Almost certainly.
5 Obsidian
Hey! That's actually useful! A sheep bone shield!
Also, all dwarfs are out of the hospital.
17 Obsidian

The goblins have arrived. They sha be dealt with in due time.
21 Obsidian
Troll sniping time. Feels good to get back to my roots.
28 Obsidian
Now that I am back in the military, I no longer see the need to operate this fortress any longer. I do not know who will take the title next, only that I am no longer willing to oversee this fort.

Edit: The save! <http://dff.d.wimbli.com/file.php?id=8147>

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 19, 2013, 12:27:37 am**

Good job, 4maskwolf! :) I've sent zlob a PM. Hopefully it is not a tantrum spiral that is going on in the fortress.

My notes to the future overseers:

1. If you have any free dwarves, try smoothing walls of the personal quarters.
2. Construct more golden furniture and place it in the rooms.
3. If it's possible, try not leaving the bodies outside. Necromancers might use them.
4. Check the dwarves' moods!
5. Finish the construction of the royal trap according to Grimmash's plan.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 19, 2013, 12:30:04 am**

Oh, there shouldn't be bodies outside, the refuse stockpile is massive, and it isn't full.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 19, 2013, 12:33:05 am**

Oh, and despite our vampire mayor having the hold meeting job for quite a while, nothing happens. And try not to pull unlabeled levers, my aquifer project was half a disaster.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **RoughRogue** on **November 19, 2013, 01:44:50 am**

About the king's trap. I couldn't remember what do we put in each of its floors. The lower one must have been filled with cheese, if I remembered correct, and the upper with slate (or was it slade? I'm a dabbling geologist:) Whatever, the fortress has not enough of that stone). There were two empty floors remain, and they made me think what to do with them. Gold, as somebeard offered... and the last one should be filled with something sharp I think. Masterwork weapons maybe. ADAMANTINE masterwork weapons! We surely love our king... with some kind of special love. So we've got to make a really great funeral for him. I offer 3 stages: 1) bury the king with all that stuff. 2) pour magma on it! 3) pour water in magma and engrave something like an image of the melting crown on the produced obsidian floor. And after that make a dining hall there with the king's memorial in center. And... welcome to the Burning King's!
leaves the strange mood

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 19, 2013, 09:51:38 am**

This is an engraving of RoughRogue the dwarf. RoughRogue is high. This picture relates to the obtaining of blade weed by RougRogue in 132 in Chamberdrums.



(<http://s1185.photobucket.com/user/Georgethegunner/media/RoughRogue.jpg.html>)

By the way, zlob said that he wants to skip his turn. It's the time for Ruhn to enjoy his overseership.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 19, 2013, 10:34:37 am**

Btw Ruhn, you should look at Nuckles wounds. ;)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Grimmash** on **November 19, 2013, 11:05:15 am**

For the tap room, a few things nee to be checked. Are all the pillars linked? Are all the bridges linked?

Then, for what is in it, i set the first floor for cheese. The top floor was full of slade, not really sure where it went. I mainly just wanted lots of heavy stuff on the top. The other floors were intended for creative filling. Perhaps a floor full of golden goods? I like that idea.

As for the rest of the fort, not sure what's going on. I'll look at saves and write up some journal entry fun.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Ruhn** on **November 19, 2013, 12:50:06 pm**

Quote from: 4maskwolf on November 19, 2013, 10:34:37 am

Btw Ruhn, you should look at Nuckles wounds. ;)

Wounds? Hmmm... at least Nuckles didn't die. I'll download and check it out.

Quote from: Monitor Lisard on November 19, 2013, 12:27:37 am

4. Check the dwarves' moods!

I'll do a mini-update tomorrow, which will also include the status screens for everyone's dwarf.

--- ---

Personal Diary of Nuckles

Owowowow! (A splatter of Nuckles' blood is on the page)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**

Post by: **Grimmash** on **November 19, 2013, 03:09:11 pm**

Another kingtarp idea: Capture a necro, and put him in a room behind the throne. Once the king is dead, lower a bridge to let the necro reanimate the king so he can spend eternity among his treasure.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**

Post by: **Ruhn** on **November 20, 2013, 09:52:40 pm**

Personal Diary of Nuckles

1st Granite, 133

Dr. AseaHeru said I could leave the hospital today. His crew kept me alive, but I can't say much else for my condition. It's hard to get around, with my foot hurting like this. And crutches are not an option, seeing as I can barely hold a spoon now. Bloody doctor, he's more like a torture artist!

You might be asking yourself who is writing this journal. Well, as I was limping over to get some Blade this kid comes up and asks if I want to lean on his shoulder a bit. I wasn't about to say no, and decided he would help me out for a while. Seeing as how I'm the militia commander, his parent's didn't give me any guff about the matter.

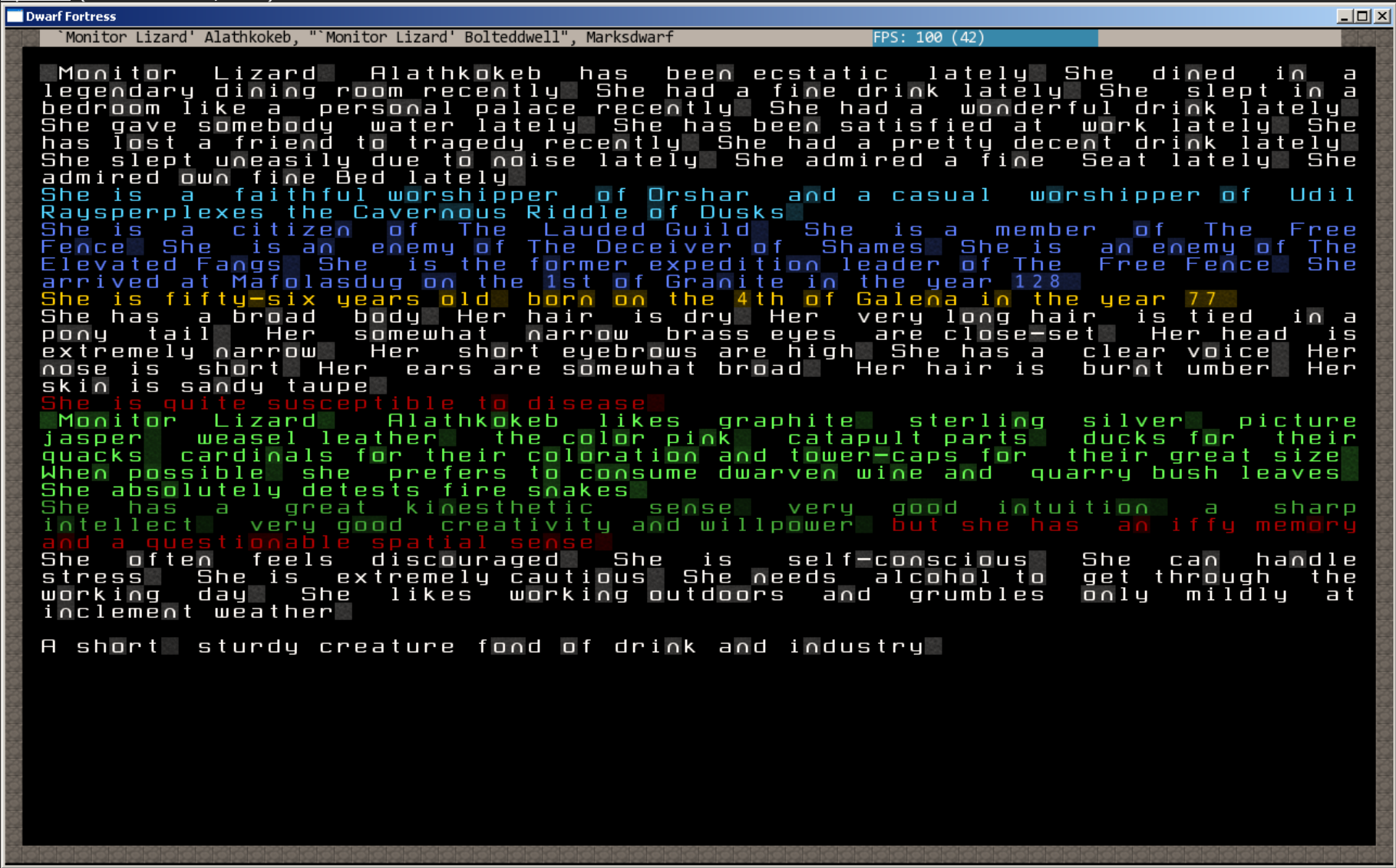
The kid's alright, has a steady hand and a sharp eye. I've decided to name him "Fingers", and plan to teach him a bit of my trade. But first: I have a score to settle with Maskwolf. She sent us out into an ambush to save the King's caravan. **HANG THE CARAVAN, AND THEIR KING!!** It seems like she is TRYING to kill anyone who's done a little time. Since I can't carry a weapon right now, I'll round up some of the boys while I look for her.

--- ---

Wall of pictures:

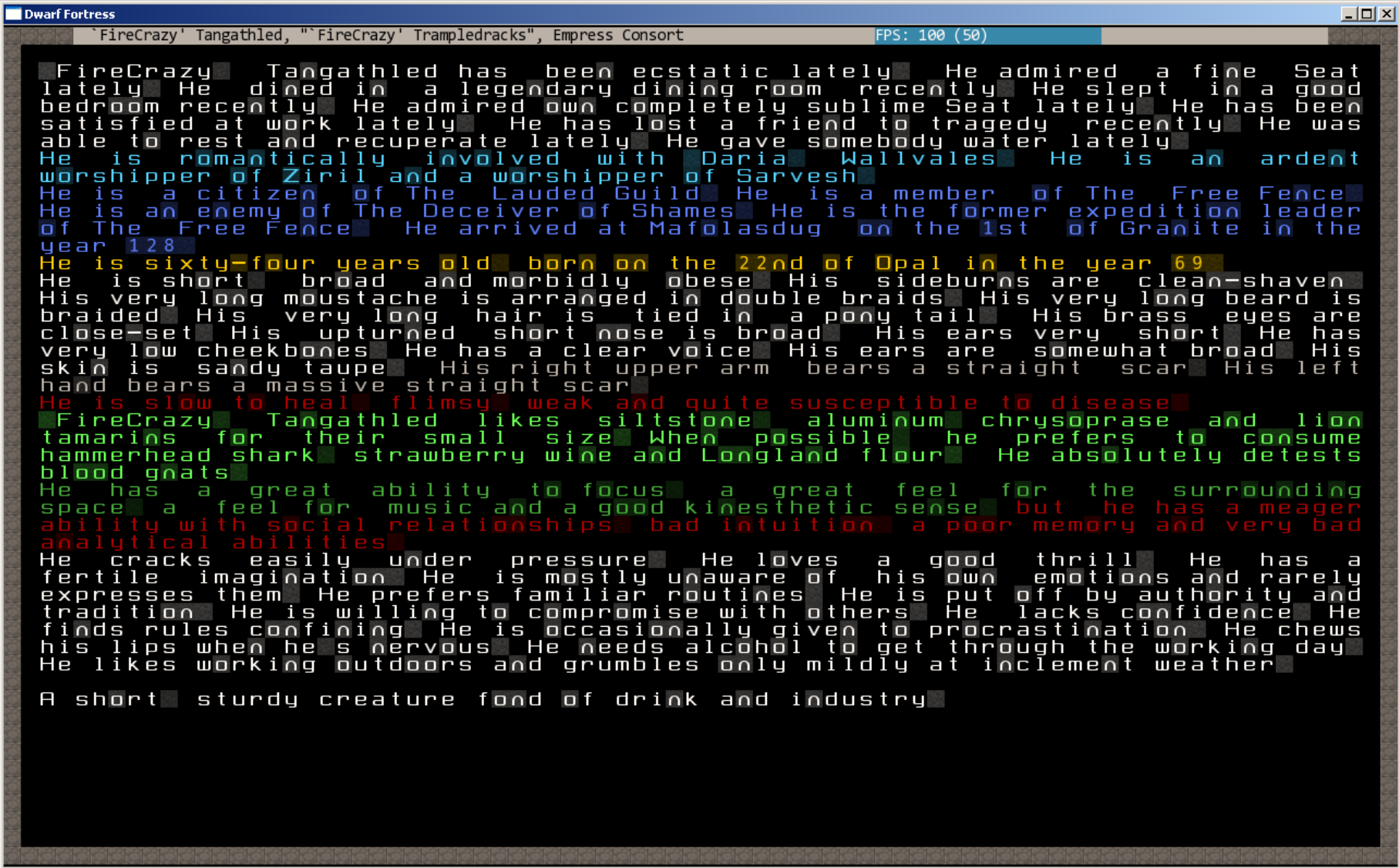
Monitor Lizard

Spoiler (click to show/hide)

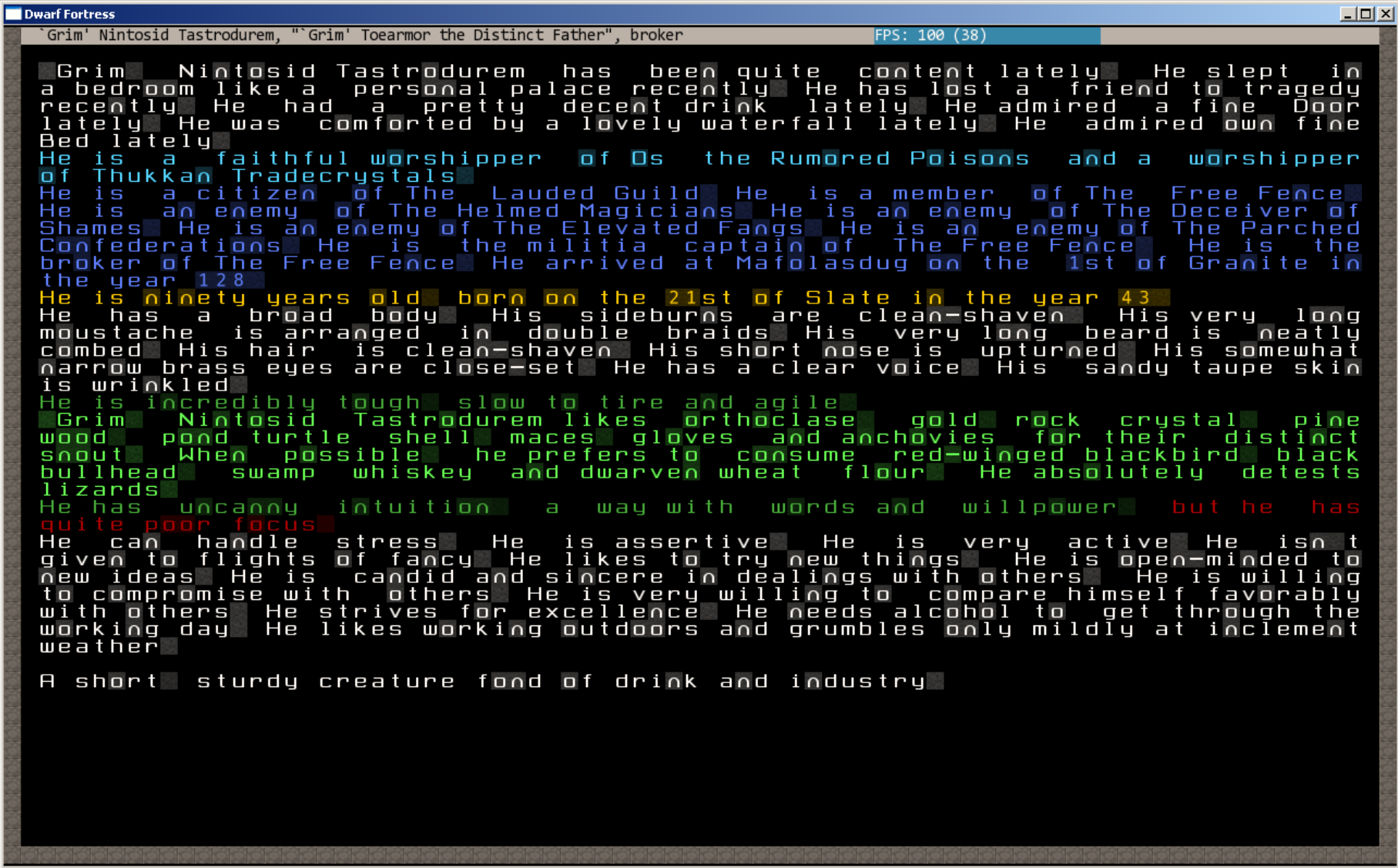


FireCrazy

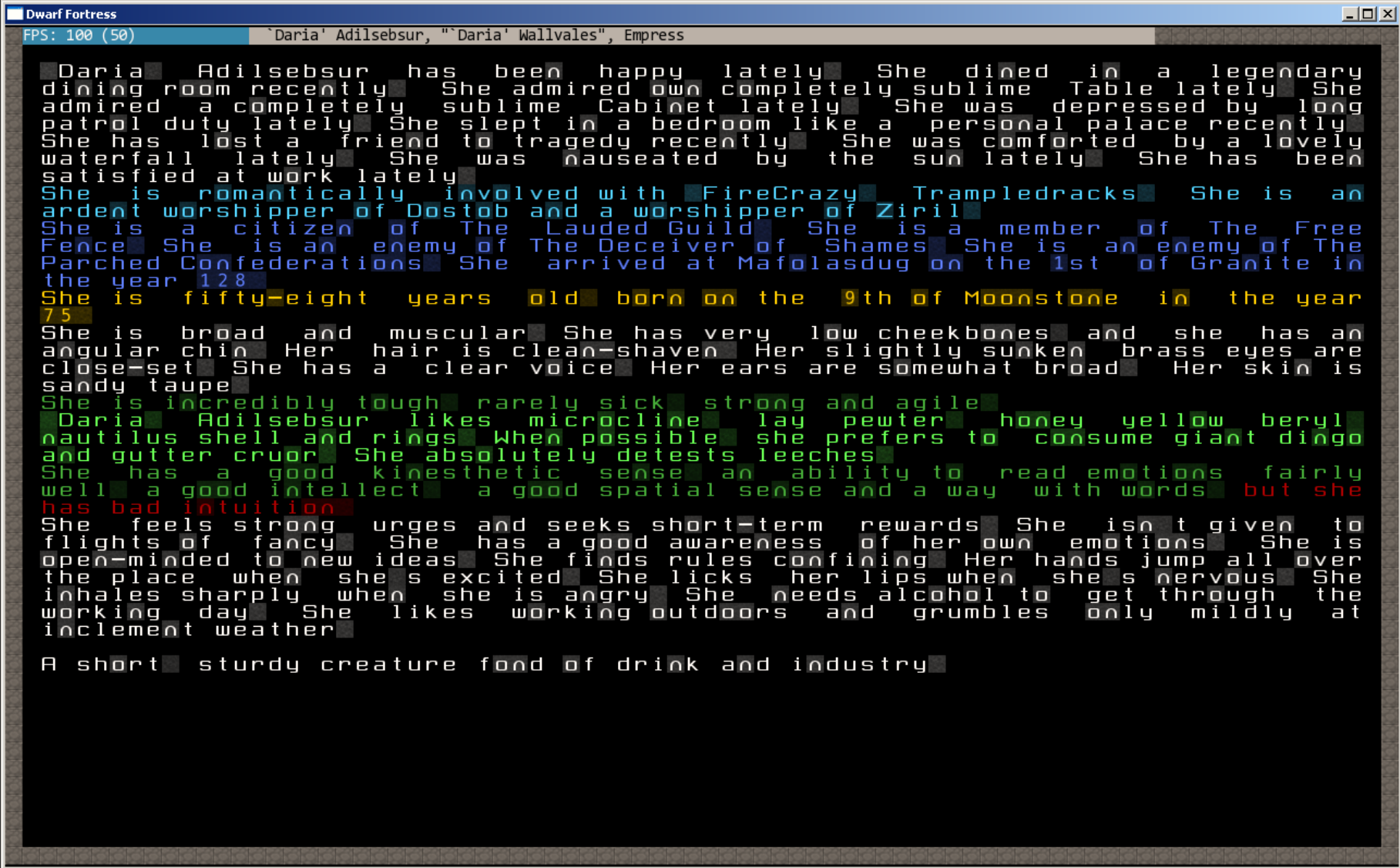
Spoiler (click to show/hide)



Grim
[Spoiler \(click to show/hide\)](#)

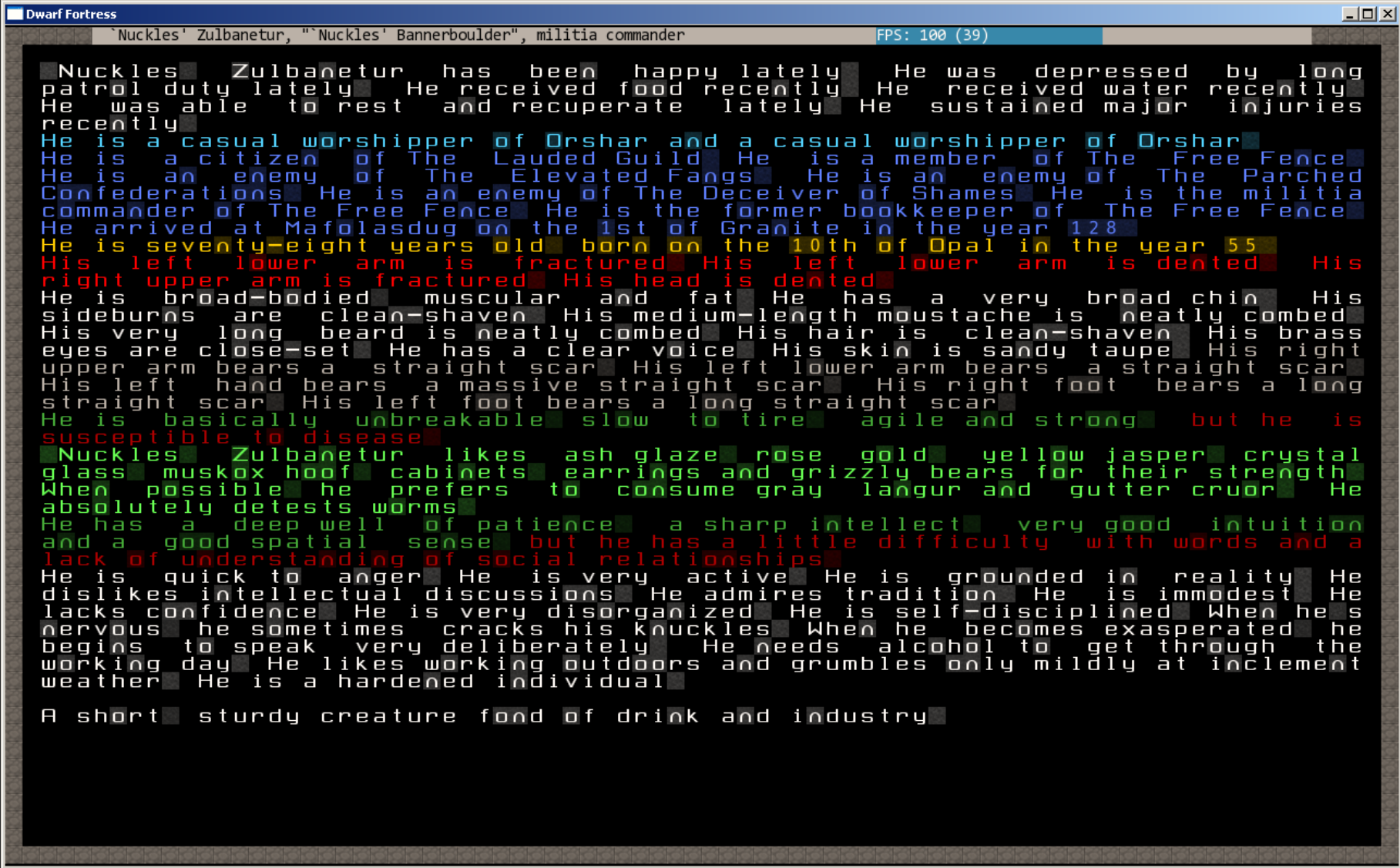


Daria
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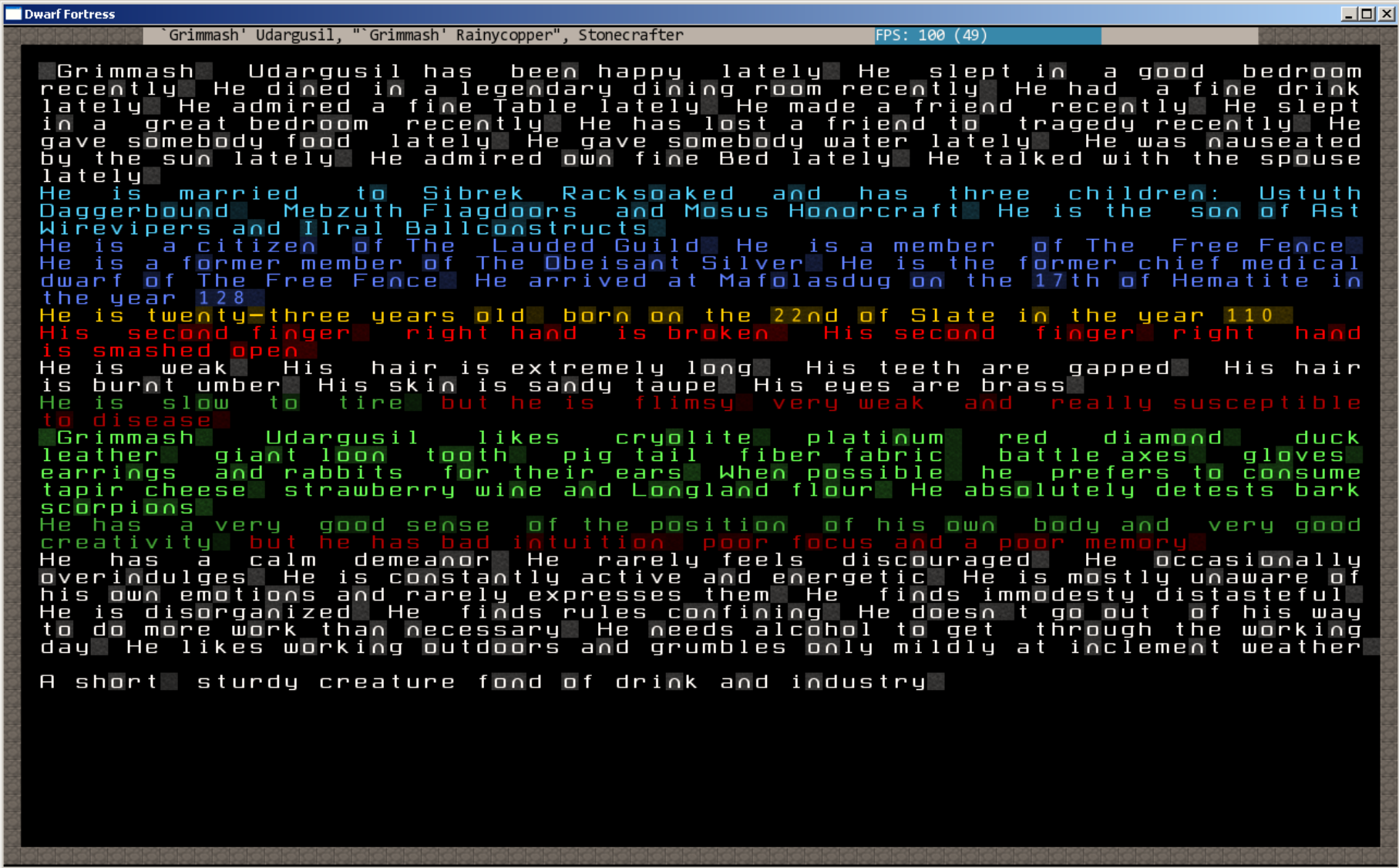
Nuckles

[Spoiler \(click to show/hide\)](#)

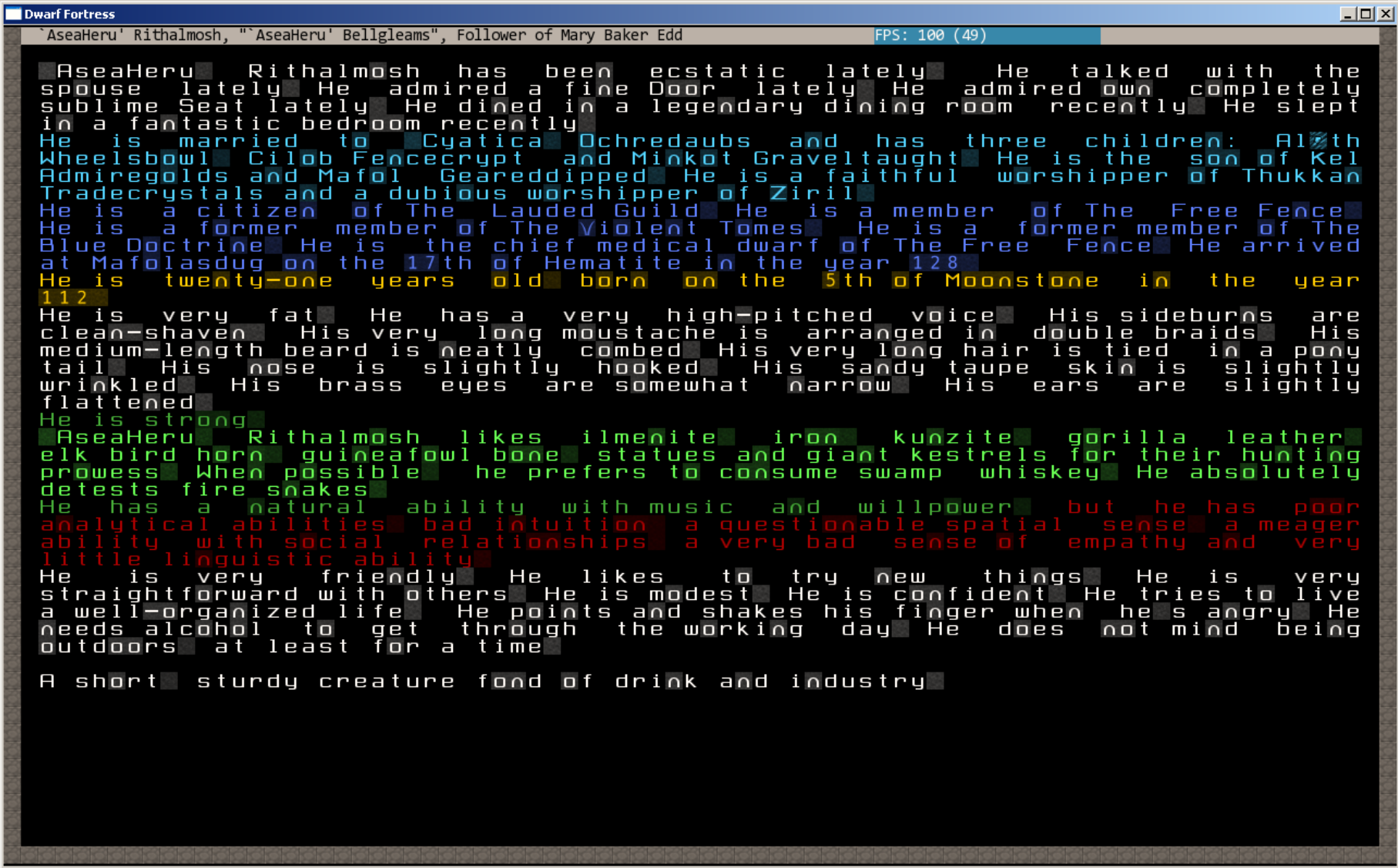


Grimmash

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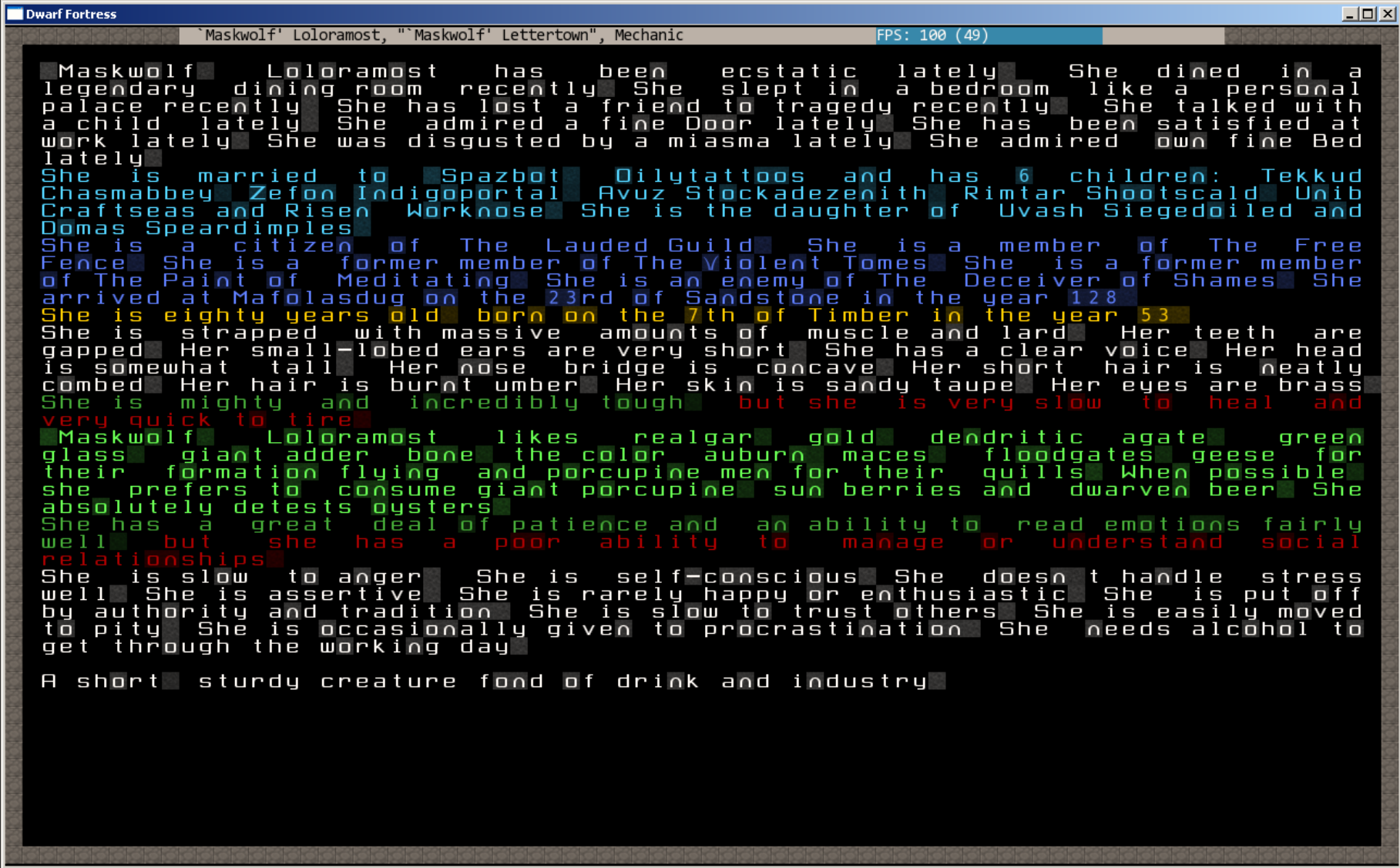
AseaHeru
[Spoiler \(click to show/hide\)](#)



RoughRogue
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Maskwolf
[Spoiler \(click to show/hide\)](#)



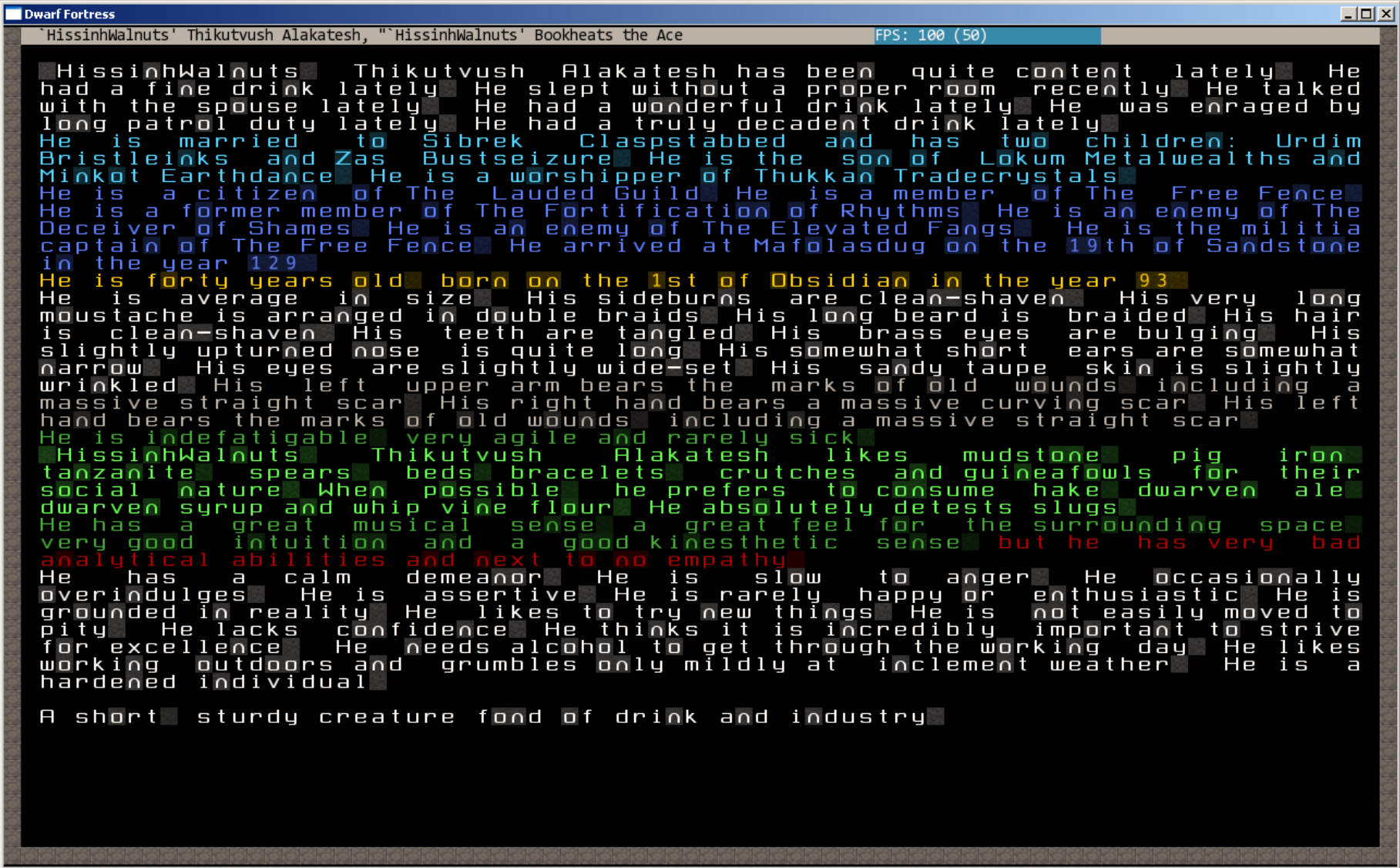
Spazbot
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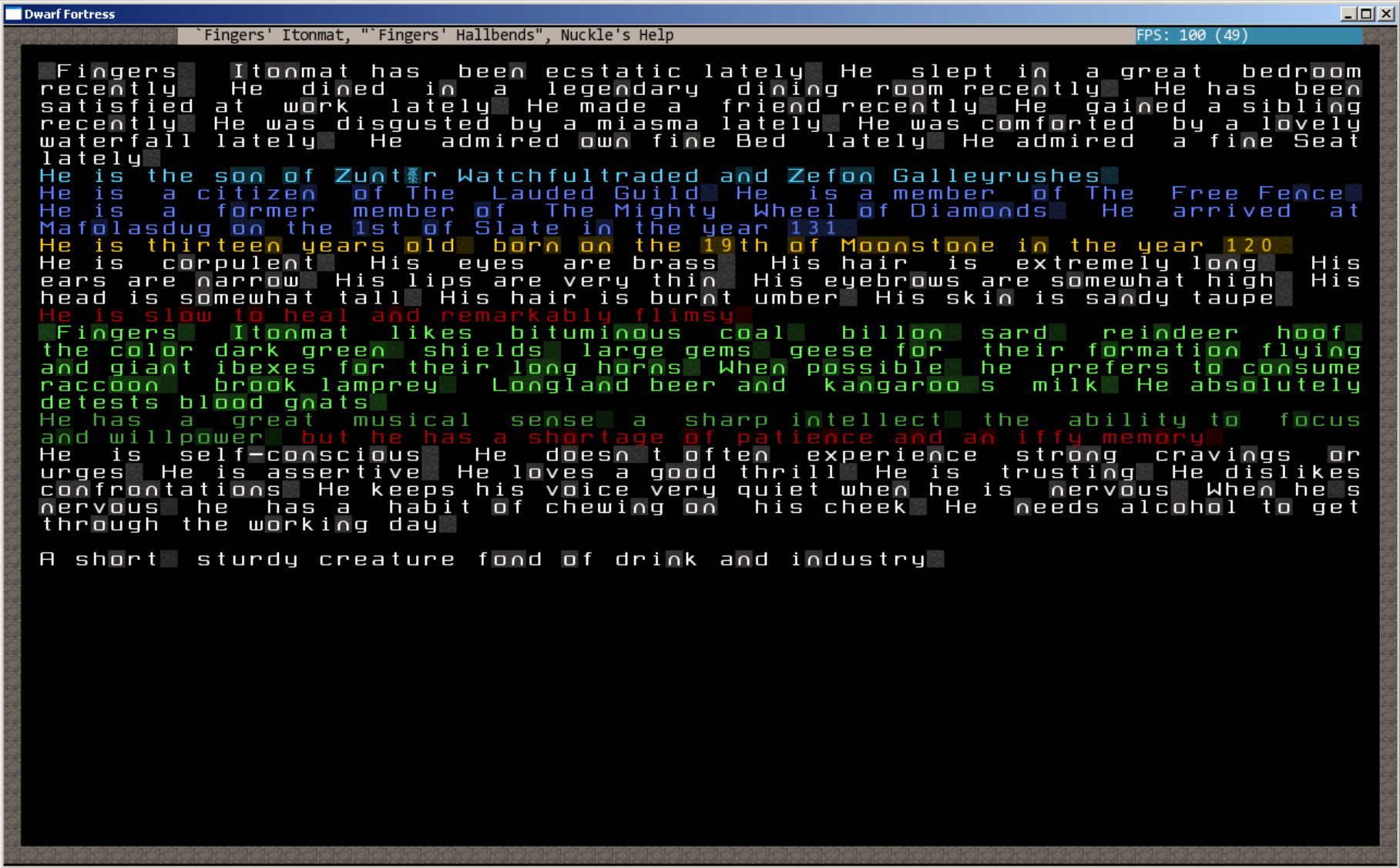
Cyatica
[Spoiler \(click to show/hide\)](#)



HissinhWalnuts
[Spoiler \(click to show/hide\)](#)



Fingers
[Spoiler \(click to show/hide\)](#)



Fingers Background:

His family moved to Chamberdrums when he was 11. At first it seemed strange that so few kids wanted to play "Guards and Robbers". He caught on after a while and started to practice petty crime. Seeing a heavily injured old dwarf walking out of the hospital one day, the kid wanted to try picking his pocket. He didn't exactly get caught, but ended up becoming the old fart's personal servant.

OOC: 50 goblins incoming. Getting them into the courtyard and unleashing death is the first order of business. I hope it is cool that I'm giving Nuckles an assistant, since he is fairly crippled.

BTW, nice engraving of RoughRogue

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Aseaheru** on **November 20, 2013, 09:55:24 pm**

Could I see the thoughts of those my dwarf has called family?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 20, 2013, 09:56:39 pm**

Oh no you don't touch me. I'm a crossbow dwarf you don't want to cross ;)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Aseaheru** on **November 20, 2013, 10:01:44 pm**

Holier shite, my dudes only 21? How old was he when he got made CMD?

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **4maskwolf** on **November 20, 2013, 10:40:01 pm**

Try trapping some in the courtyard. Also, I built an archer tower, use it.

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 21, 2013, 05:04:34 am**

Quote from: Ruhn on November 20, 2013, 09:52:40 pm

Personal Diary of Nuckles
I hope it is cool that I'm giving Nuckles an assistant, since he is fairly crippled.

It's fine. I added Fingers to the list and placed his backstory in "dwarf files" section. Let the old burglar teach his new apprentice. :)

Title: **Re: Dorfday: The Heist - The Empress demands! (Players are welcome!)**
Post by: **Ruhn** on **November 21, 2013, 08:55:03 am**

Quote from: 4maskwolf on November 20, 2013, 10:40:01 pm

Try trapping some in the courtyard. Also, I built an archer tower, use it.

I like the new tower, but with at least 1 elite bow goblin and 1 elite crossbow goblin we'll see what happens. Ambushing a few at a time in the courtyard seems like the best way to go with our current setup.

Quote from: Aseaheru on November 20, 2013, 09:55:24 pm

Could I see the thoughts of those my dwarf has called family?

Sure. Since so many people have families I might try out the new family tree tool also.

Quote from: Monitor Lisard on November 21, 2013, 05:04:34 am

Quote from: Ruhn on November 20, 2013, 09:52:40 pm

I hope it is cool that I'm giving Nuckles an assistant, since he is fairly crippled.

It's fine. I added Fingers to the list and placed his backstory in "dwarf files" section. Let the old burglar teach his new apprentice. :)

Cool, thank you!

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **Monitor Lisard** on **November 21, 2013, 02:13:33 pm**

I downloaded the save and tried to break the siege using a new tower. Two marksdwarves that climbed on the tower first were wounded by elite archer and then died. But when Grim got there...

Dwarf Fortress	
Citizens <239> Pets/Livestock <15> Others <5> Dead/Missing <451>	
Smunstu Kutsnobngur, Goblin Elite Crossbowman	Invader
Grasshopper Man	Wild Animal
Grasshopper Woman	Wild Animal
Grasshopper Man	Wild Animal
Kel Rakustangen, outpost liaison	Diplomat

(http://s1185.photobucket.com/user/Georgethegunner/media/DFChamberdrumsscreen1.png.html)

The gobbos ran away like a bunch of kids when he riddled the elite goblin crossbowman with bolts, occasionally taking headshots at the other goblins. This dwarf was like a machine gun.

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **4maskwolf** on **November 21, 2013, 02:19:57 pm**

In the bright side, there aren't any trolls to deal with, I killed them all.

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **Grim Portent** on **November 21, 2013, 02:58:55 pm**

Quote from: Monitor Lisard on November 21, 2013, 02:13:33 pm

I downloaded the save and tried to break the siege using a new tower. Two marksdwarves that climbed on the tower first were wounded by elite archer and then died. But when Grim got there...

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The gobbos ran away like a bunch of kids when he riddled the elite goblin crossbowman with bolts, occasionally shooting takin headshots at the other goblins. This dwarf was like a machine gun.

BLOOD FOR THE BLOOD GOD!

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **HissinhWalnuts** on **November 21, 2013, 05:31:22 pm**

He has almost no empathy.
Yup that's me.

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **Ruhn** on **November 21, 2013, 11:56:32 pm**

Personal Diary of Nuckles

Maskwolf was spotted in the stockpile, and I had Eshtan and Lorbam go slow her down. As I arrived she stuffed a final silver bolt into a now bulging quiver and leveled her crossbow at me. None of us wanted to get shot so we backed off a little.

It didn't take much to get Maskwolf to step down from being overseer, in fact I got the feeling that it was her plan even before we showed up. I wish I could say we beat her up, but with that "DONT TOUCH ME" look of hers and the crossbow ready to go I didn't even start an argument. Fingers helping me limp away didn't improve my street credibility either...

Not an hour after that Grim and Hissin' Walnuts found me and said there was a mass of Goblins on our turf. And that's about when I decided that it is time for me to take over and lead this place. Armok knows what kind of half-cocked crazydwarf would take over and get me killed if I didn't!

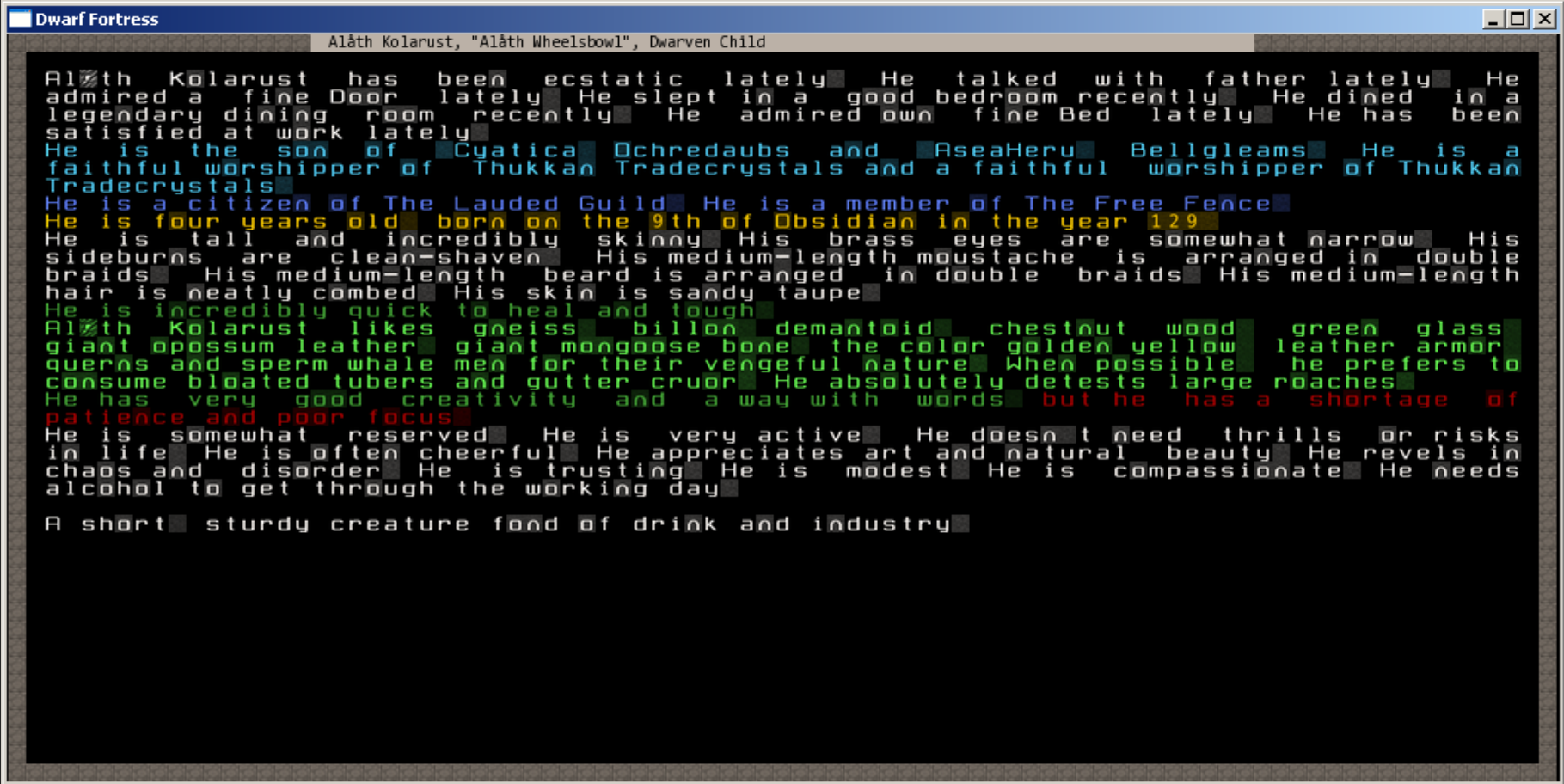
24 Granite
Maskwolf had another son today. From what they tell me she has something like six children now. We started working on a Goblin Funhouse almost 2 weeks ago, and it will probably take another 2 weeks before it is ready to try out. I suppose Maskwolf, Monitor, and the rest of the crossbowers can enjoy a little more time off before we get serious with this gang of gobbos.

--- ---
OOC: Direct attempts to kill goblins end up with lots of our dwarfs dead. AseaHeru has a huge family, a few were interesting but I will have to post next time. There will either be huge updates this weekend, or very few. We'll see how it goes!

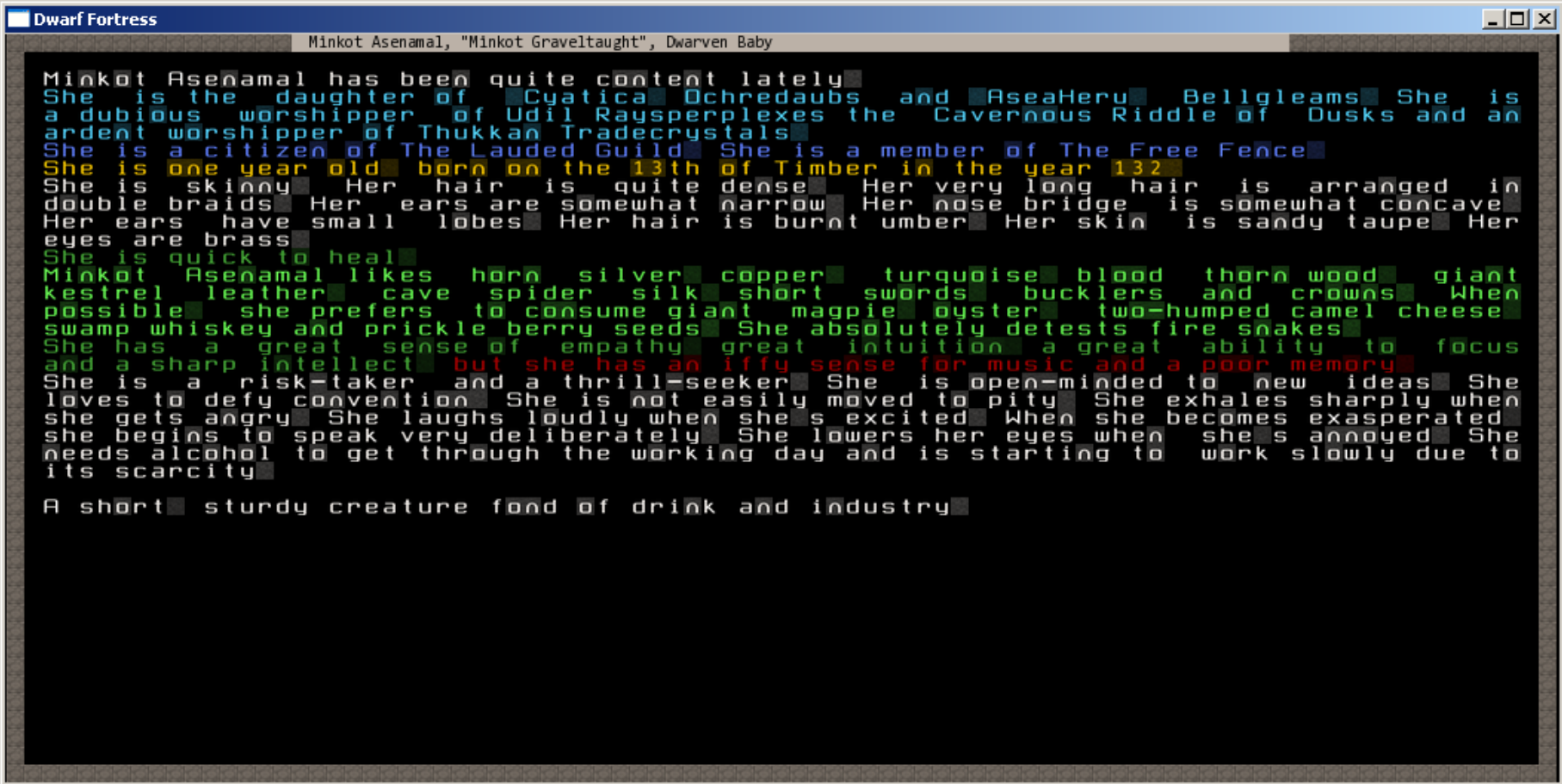
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edit: AseaHeru family status
Oldest Daughter
[Spoiler](#) (click to show/hide)



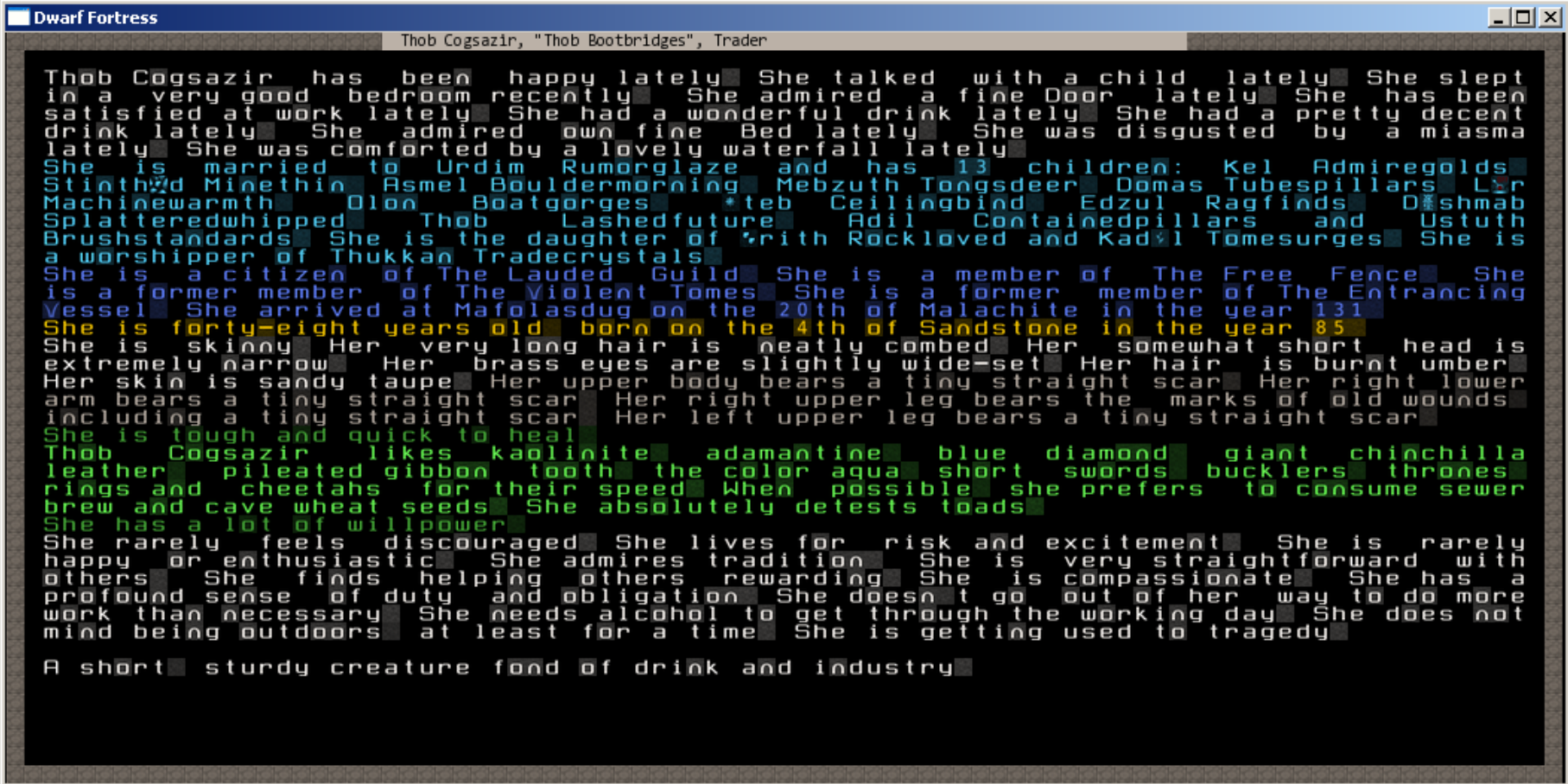
Only Son
[Spoiler](#) (click to show/hide)



Youngest Daughter
[Spoiler](#) (click to show/hide)



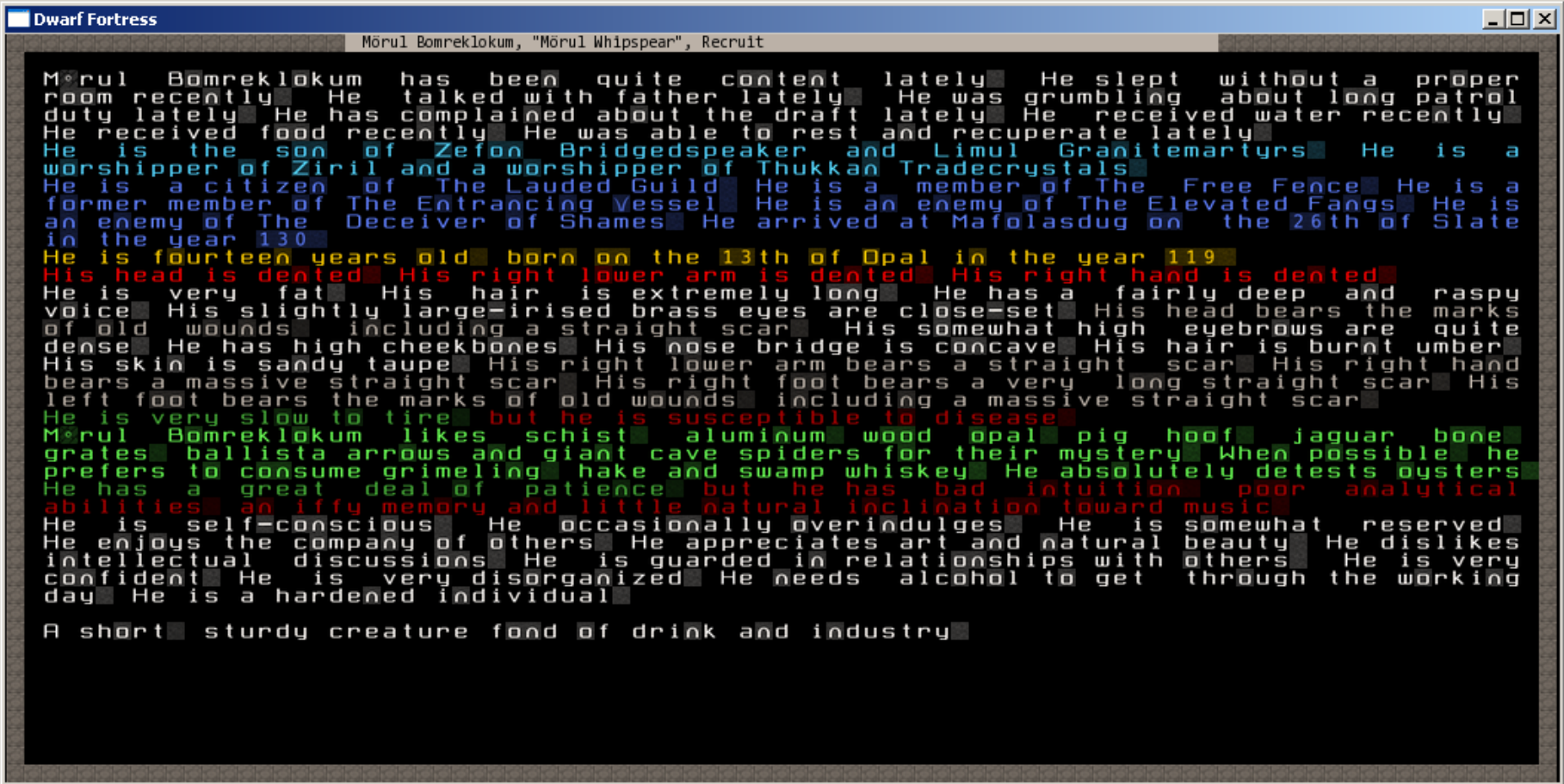
Grandmother
[Spoiler](#) (click to show/hide)



The Kills of Thob Cogsazir

Seventy-Four Kills	
Three louse men (🐛)	in The Dune of Lions
Three ibexes (🐐)	in The Dune of Lions
Four grasshopper women (🦗)	in The Dune of Lions
Four giant sparrows (🐦)	in The Dune of Lions
Four mosquito men (🦟)	in The Dune of Lions
Two wren women (🐦)	in The Dune of Lions
Three giant thrips (🐛)	in The Dune of Lions
Three grasshopper men (🦗)	in The Dune of Lions
One tick man (🐛)	in The Dune of Lions
One thrips man (🐛)	in The Dune of Lions
Two two-humped camels (🐫)	in The Dune of Lions
Six slug men	in The Dune of Lions
Seven tick women (🐛)	in The Dune of Lions
Two bark scorpion men (🦂)	in The Dune of Lions
One rattlesnake man (🐍)	in The Dune of Lions
One giant sparrow (🐦)	in The Dune of Lions
Five giant ticks (🐛)	in The Dune of Lions
Four giant lice (🐛)	in The Dune of Lions
Four louse women (🐛)	in The Dune of Lions
One giant grasshopper (🦗)	in The Dune of Lions
One mosquito woman (🦟)	in The Dune of Lions
Three ibexes (🐐)	in The Dune of Lions
Two giant thrips (🐛)	in The Dune of Lions
Two giant snails	in The Dune of Lions
One giant mosquito (🦟)	in The Dune of Lions
One peregrine falcon man (🦅)	in The Dune of Lions
One rattlesnake woman (🐍)	in The Dune of Lions
One giant grasshopper (🦗)	in The Dune of Lions
One peregrine falcon woman (🦅)	in The Dune of Lions

One of many Cousins. Seems he was in hospital lately.
[Spoiler](#) (click to show/hide)



The Health of Mörul Bomreklokum, Recruit		
46:	Status	Wounds
28th Timber, 132:	Brought to rest in Bed	- èzum Ablelfash, Animal Dissector
18th Moonstone, 132:	Evaluated	- Ustuth Imikdodok, Diagnoser
18th Moonstone, 132:	Cleaned	- Ustuth Imikdodok, Diagnoser
23rd Moonstone, 132:	Evaluated	- Shem Mosusnoglesh, Siege Operator
23rd Moonstone, 132:	Cleaned	- Shem Mosusnoglesh, Siege Operator
23rd Moonstone, 132:	Received oaken crutch	- Shem Mosusnoglesh, Siege Operator
Ability to stand lost		
Motor nerve damage		
Sensory nerve damage		

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **Aseaheru** on **November 22, 2013, 03:53:27 pm**

Thank you.

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **Ruhn** on **November 22, 2013, 11:22:54 pm**

Personal Diary of Nuckles

2 Slate, 133
I was looking over a report of the weapons and we have close to 200 crossbows. I put the word on the street that we are looking for anyone and everyone who can shoot. We came pretty close to getting 2 full gangs. With a little coin some of the younger dwarfs with nothing else to do were persuaded to try it too.

The Artifices of Roughness, an all-female group of sharpshooters, got together under a sassy chick called Olin. There are a few mothers in this click, but they wanted some time away from the kids.

Then there's Nil who formed the Courageous Sabers, who actually use crossbows. I think Nil is trying to fool someone into thinking they will be safe at long range. Might make for a good joke after all.

10 Slate
My skull crushing days might be over. I've asked Daria to take over command of the gangs. She's taken to calling herself "The Empress" anyway so let's see how things go. I might still call the shots and change around some squads, these injuries give me a chance to slow down and look things over.

Hold on. It's been a while, I better go check on the Funhouse. Seems like all of the traps should be in place by now. Are you writing everything I say? This part isn't supposed to be part of the journal. Orshar damn you.

Personal Diary of Fingers

This guy is kinda funny. I wonder if he knows I lifted 10 dwarfbucks off him last night?

--- ---

OOC: All of our named dwarves are in the military right now, even if your dwarf doesn't know how to fight. Does anyone want "out"? Monitor Lizard and Fire Crazy also have mining active.

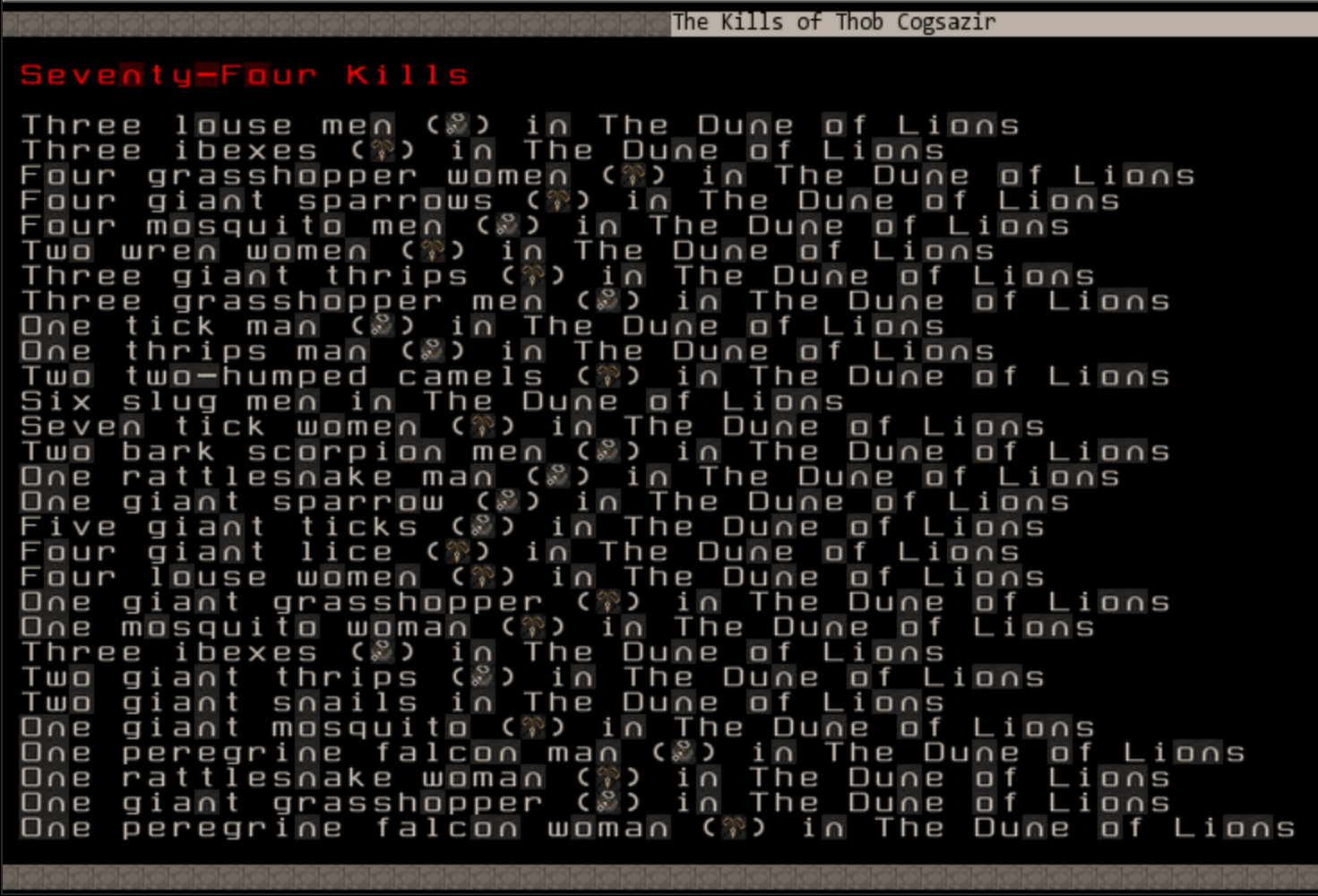
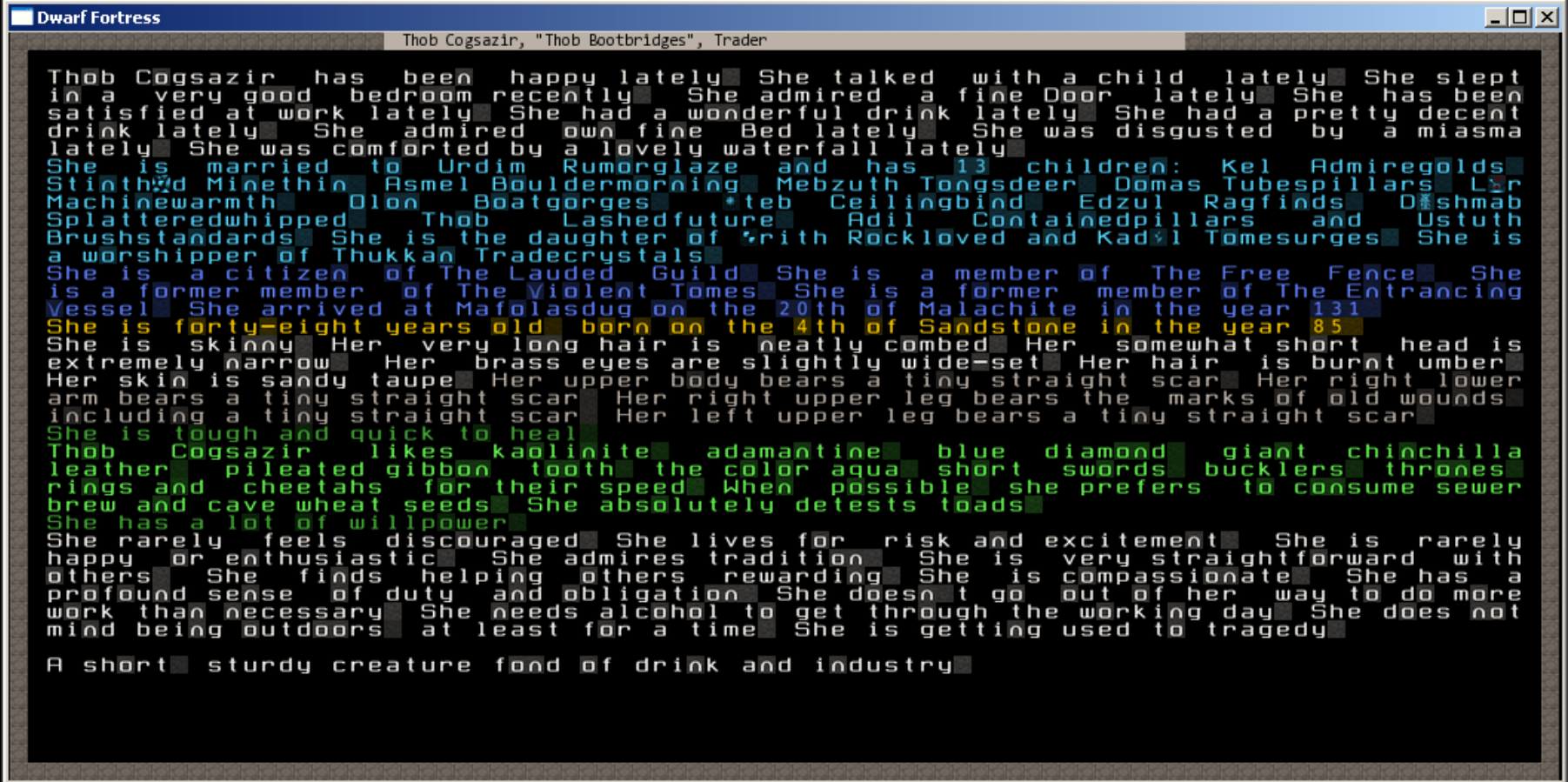
Daria's the militia commander now (if she is okay with that).

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **FireCrazy** on **November 22, 2013, 11:43:48 pm**

Meh, Im legendary in pickaxe combat, so i'll stay in the military.

Title: **Re: Dorfday: The Heist - Fifty gobbos blues (Players are welcome!)**
Post by: **Monitor Lisard** on **November 23, 2013, 03:54:21 am**

My dwarf was in the military already. She's a crossbowdwarf.



- > 48 years old
- > bears tons of scars
- > tough and quick to heal
- > a lot of willpower
- > seventy - four kills in The Dune of Lions

Yep, this is what a typical granny in Dwarf Fortress looks like.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **RoughRogue** on **November 23, 2013, 04:03:25 am**

Military? ME? Uh... HELL YEAH!!! Just give me some weed before the battle and you'll see how they can fly. Live goblins, dead goblins, undead goblins... or humans, or elves, or dwa... err, vampires, and all that forgotten suckers! I'll engrave the image of grinning death on their faces!! ARRRGHH!!!
'RoughRogue' Mosusnish, Recruit, has gone berserk!

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Ruhn** on **November 23, 2013, 09:52:47 pm**

Personal Diary of Nuckles
I was reviewing the fighting equipment some more, and told the furnace operators to melt down all of the large-sized human gear. One of the smelters will only be melting things for a while. With all this magnetitie the other one can start melting that for iron, and maybe even get us some steel. I know first hand that we need better equipment for our front line fighters!
[Spoiler \(click to show/hide\)](#)



When showing the new squads our shooting gallery next to the courtyard, my path was blocked by a large fungiwood. How are we going to take pot shots at the gobbos when we let the next batch in?! Someone will need to get this thing chopped down. [/i]
Spoiler (click to show/hide)

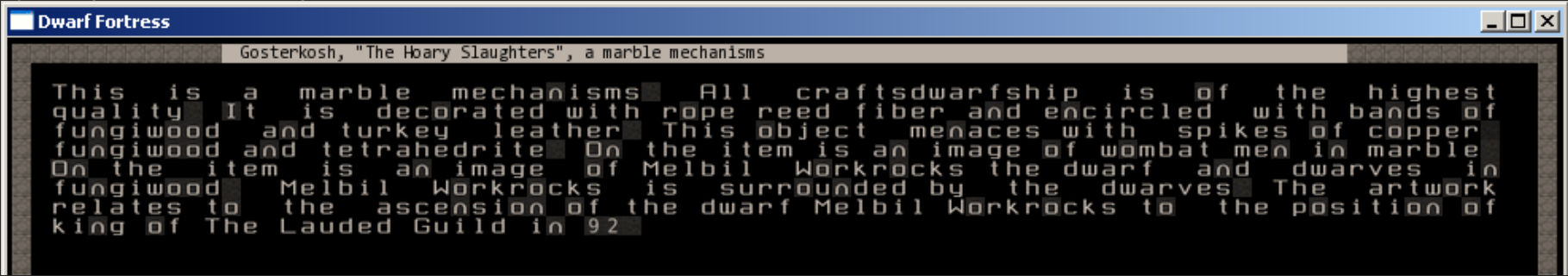


--- ---
Personal Diary of Fingers
The old man's eyesight must be going, or his wounded whiskers are affecting him. Everyone knows there are 2 staircases to get to the shooting gallery...

--- ---
Personal Diary of Nuckles
27 Slate
My arms have been feeling better lately, I got a crutch from Dr. AseaHeru. Somedwarf named Ineth claimed a mechanic shop, right in the middle of my big project! This will surely put us even further behind schedule.
Spoiler (click to show/hide)



3 Felsite
It was a mechanism, with a picture of that crooked king on it?! But Ineth calls the thing "Hoary Slaughters". Seeing as how we plan to slaughter the king, perhaps it isn't that bad. Grim says its worth about 23,000 dwarfbucks.
Spoiler (click to show/hide)



20 Felsite
Today is the day. Let's let them in and see how this thing does. Wait, the goblins left? Unreal. Let's go gather up to the surface and look for loot then.

1 Hematite
I caught someone going outside to farm. Those fields are still active? I know we want more blade weed, but that is a deathtrap. Let's get the courtyard roofed over, then look at building an outdoor farm that's safe-like.

14 Hematite
Everything is looking good on the courtyard project. Now there is no risk of getting all shot up if we want to gather swag from the courtyard in the middle of a siege.

Spoiler (click to show/hide)



When I was walking back this dwarf Erush was just laying in an old hospital? That's one of Walnuts friends I believe, wonder what is going on? I'll get someone to transfer him down to the main hospital place. And somedwarf said they are running out of bones to make crossbows and bolts. It doesn't bother me too much, I think we have plenty for now.

Spoiler (click to show/hide)



Early Summer

Moving Erush did the trick, one of the real doctors fixed him up and he's resting now. Something happened today which hasn't happened in years: 2 of the Breweries ran out of plants. Our stocks are holding for now, but there is unrest in the streets. We can gather up some of the plants in the underground mushroom farm, I'm no cook so who knows if that will help. This outdoor farm stuff just became more important.

Mid Summer

The farm project is doing alright, we just got some seeds in the ground. Maybe we can turn the walls into another tower one day. Speaking of dirt, a soap industry has been setup. We don't exacly have the cleanest water in the well though. It seems like there is too much to do around here. I need to get back to linking levers and picking locks.

Spoiler (click to show/hide)



On top of all that other stuff, we are still working on making armor for everyone. Only having 1 anvil is slowing us down... which is why I should ask for another one to be forged. With only a few smiths in the hideout this stuff takes forever. There is good news, we got enough equipment so the Snakes of Brass (Walnut's squad) can all use axes.

--- ---

OOC: I haven't checked the linkage in the king's throne room/ death trap yet. Our hospitals have so many chests that there wasn't any cloth in the stockpile. I zoned out a little towards the end, wanted to follow some of the main characters around and see what they are up to. I'll start off with that next time.

Our main melee squad is using pick-and-choose style of equipment. (Doing it like that makes this feel like a RPG, maybe I should do this for the named/famous dwarves in all my games.) The Axe squad and new crossbow squads have uniforms. I should check the main crossbow squad to make sure everyone has a quality weapon. Do we want any kind of armor on the crossbowers?

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Ruhn** on **November 23, 2013, 09:56:25 pm**

Quote from: RoughRogue on November 23, 2013, 04:03:25 am

Military? ME? Uh... HELL YEAH!!! Just give me some weed before the battle and you'll see how they can fly. Live goblins, dead goblins, undead goblins... or humans, or elves, or dwa... err, vampires, and all that forgotten suckers! I'll engrave the image of grinning death on their faces!! ARRRGHH!!!
'RoughRogue' Mosusnish, Recruit, has gone berserk!

It looks like your dwarf is dabbling with the axe, wrestling, and ninja moves. Is Axe okay, or would you like to choose another weapon?

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **4maskwolf** on **November 23, 2013, 09:59:32 pm**

Oh yeah, Walnuts squad. One of the two squads I drafted to cut down on the sheer number of idle dwarfs. And wait... there was a crapton of bone when I left, so much so that I intentionally set up a bunch of bonecrafting areas to make crossbows and bolts, for lack of

anything better. Oh, and check the standing orders to see if gather vermin outside is on or not. No need for necrofied vermin.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Ruhn** on **November 23, 2013, 10:36:10 pm**

We won't be running out of bolts for a while, that's for sure. The bowmakers have built some skill levels and there are plenty of =crossbow= now, so we can trade away the junky ones to the next caravan. Three traps in the funhouse are full of crossbows since we have so many. Smoothing operations have started, I might end up mass-designating everything that isn't an ore or flux. There's plenty of dwarfs still who have fighting experience. I might just put them in squads with only a weapon so they can do individual combat drills when idle.

Quote from: 4maskwolf on November 23, 2013, 09:59:32 pm

Oh, and check the standing orders to see if gather vermin outside is on or not. No need for necrofied vermin.

Good point, yeah I will check the orders for that.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Monitor Lisard** on **November 24, 2013, 03:04:18 am**

Our military's currently using captured goblin armor. Copper plates aren't much of a protection, and our soldiers don't wear gauntlets or high boots. We need to change that. By the way, I prefer directly assigning pieces of armor to every soldier.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **RoughRogue** on **November 24, 2013, 03:56:14 am**

Quote from: Ruhn on November 23, 2013, 09:56:25 pm

Is Axe okay, or would you like to choose another weapon?

No, axe's ok. Or would she better get a sword? Oh, that's it! Give her both axe and sword. True berserkers use both hands, you know. F**k the shield, weed protects better!

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Ruhn** on **November 24, 2013, 09:52:09 pm**

OK, RoughRogue has a Iron Battleaxe and Bronze Shortsword. I'll keep cranking out iron and steel gear. Military training has been changed from 10 every month to 2+2+2 every month. Orders look good for gathering up corpses and vermin from outside.

Here is the spy report on everyone:
FireCrazy is doing combat training
AseaHeru is doing combat training too
Grim is giving a striking demonstration
Monitor Lizard is giving a different striking demonstration
Hissinh Walnuts is giving a dodging demonstration
Rough Rogue is going to grab her new sword
Grimmash is placing some furniture
Cyatica is also placing furniture
Maskwolf is going to get some food
Fingers is having a drink
Daria is gathering plants to help out with the food shortage
Spazbot is smoothing walls in the bedrooms
Nuckles got talked into smoothing bedroom walls also

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **RoughRogue** on **November 25, 2013, 06:17:54 am**

From the diary of 'RoughRogue' Mosusnish, Engr Overs whoever...

Seems like I'm run outta weed. And... where the heck am I?! It doesn't look like Mafolasdug I've overseen a couple of days ago. Somebeard I asked about that gave me a strange look and got away as quickly as he could. What? Did I forget to brush my teeth? Oh. And what are these in my hands? This one is definitely an axe. Did they demote me to woodcutter? What a drag... But the thing in the second hand looks like a knife. A large knife. Err... dammit, I forgot the word... Hey Mr. X, can you tell me?
... ..
It's finally gone. Maybe he visits only overseers?
"Hey, recruit Mosusnish, move yer lazy ass! The striking demonstration is about to begin! We don't need a dual-wielding dumbass that don't even know how to land a hit!"
Who just said that? Ehm... recruit Mosu... whaaAAT?!! When did I join the military? How could I leave my we... er... my work?
You asked them to let you smash apart some goblins or undead or undead goblins, whatever. So they decided to give you a chance. I don't know what kind of weed did you smoke that day.
Oh... shit.
"RECRUIT!!!"
Oh shittiest of shitty shit...
"Yes, yes, I'm already on."
I need a smoke. I really do.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Grim Portent** on **November 25, 2013, 06:38:54 am**

Quote from: Ruhn on November 24, 2013, 09:52:09 pm

Here is the spy report on everyone:
Grim is giving a striking demonstration

Why am I giving a striking demonstration? I'm a marksdwarf aren't I?

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Monitor Lisard** on **November 25, 2013, 07:25:20 am**

Quote from: Grim Portent on November 25, 2013, 06:38:54 am

Quote from: Ruhn on November 24, 2013, 09:52:09 pm

Here is the spy report on everyone:
Grim is giving a striking demonstration

Why am I giving a striking demonstration? I'm a marksdwarf aren't I?

If I remember correctly, bashing things with a crossbow trains the "hammerdwarf" skill. And after Maskwolfs turn Grim was a novice hammerdwarf. I think it's fine - he's got a lot of practice shooting raiders and stuff, and now he knows how to handle in a melee combat.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Grim Portent** on **November 25, 2013, 07:39:52 am**

But melee combat might make *me* bleed! :P

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **4maskwolf** on **November 25, 2013, 09:40:18 am**

On the bright side, I got you to put down the useless blowgun.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Monitor Lisard** on **November 25, 2013, 09:41:48 am**

Quote from: Grim Portent on November 25, 2013, 07:39:52 am

But melee combat might make *me* bleed! :P

That might as well cure Grims obsession with gore. Or, if he is at least a bit successful, give him a new bloody hobby. Or even make him *a hardened individual*. :)

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Grim Portent** on **November 25, 2013, 10:13:31 am**

If I govern this fort again I shall bathe it in blood and rule from atop a throne made of corpses.

BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE! REMEMBER THAT MURDER IS TAX DEDUCTIBLE!

As broker of the fortress it is my humble opinion that we should be able to write off violence as a business expense.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **4maskwolf** on **November 25, 2013, 10:18:27 am**

Well, if murder is tax deductible... *rummages for crossbow*
Edit: murder is tax deductible should be the the motto of chamberdrums.

Title: **Re: Dorfday: The Heist - Toughest granny ever (Players are welcome!)**
Post by: **Monitor Lisard** on **November 25, 2013, 11:21:05 am**

Quote from: 4maskwolf on November 25, 2013, 10:18:27 am

Murder is tax deductible should be the motto of Chamberdrums.

Added this one to the quotes section.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 25, 2013, 12:15:10 pm**

Quote from: Grim Portent on November 25, 2013, 10:13:31 am

BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE! REMEMBER THAT MURDER IS TAX DEDUCTIBLE!

"Make Skull Totems" was set to repeat in spring sometime. Maybe we should set some up in your room?

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Grim Portent** on **November 25, 2013, 05:20:50 pm**

Hmm, skull totems would be pleasantly macabre.

Title: **Re: Dorfday: The Heist - The arrival in Chamberdrums (Players needed!)**
Post by: **Ruhn** on **November 25, 2013, 09:53:31 pm**

Personal Diary of Nuckles

Over the last few days I was looking over the history of everything we have done so far. This place ain't bad. There's still plenty to do, and instead of trying to hobble around and do it all myself I called a little meeting.

--- ---
“Hey Grim, cut us a few more gems and trick out some furniture. Decorate some of those totems if you want, too. I'll get someone to haul a couple to your room.”

“Cyatica, we need to get the wall around the new outdoor farm a bit higher.”

“Fire Crazy, make that hallway by the dining hall a little wider where you can. And if you have any designs laying around stop by sometime.”

“Yo Walnuts, we got some more space topside. Grab some help and get those new farms rocking!” Nuckles steps closer and whispers: "All the Bladeweed seeds are gone, I think Rough Rogue at them when she was high. Rat weed is almost as good, plant a lot of that crap fast."

“Daria, we need your help harvesting more wild cave plants. Just keep the poisonous ones out of our meals, please. Oh, and maybe I can find you a few promising candidates to teach certain... skills to. Some Goblins left their knives as gifts.”

Nuckles notices that Grimmash is looking a little sad. "Sorry bro, *somedwarf* decided to kill all the animals that we could milk. I'll do what I can to get your cheese operation up again. Make sure mine has some mushrooms in it."

--- ---
Personal Diary of Nuckles
Somedwarf named Asob came up and told me there were no more bolts to load the weapon traps with. I thought we had millions of those things! Maybe it's time for plan B. We will put Bows in the traps instead.

Humans just arrived, I need to find Grim and ask him to do some "trading".

--- ---
OOC:
Quote from: Grimmash on October 26, 2013, 12:28:30 am

Since the "kill the king" bandwagon is going strong, I'll post my plan for so as to help plan this eventual regicide.

As my dwarf was so rudely duped and ripped from his beloved cheese making, I hope to bury the king in cheese. I'm thinking we build a beautiful throne room, no expenses spared. Above the room, set to trip by lever, will be multiple floors containing, amongst other objects, cheese. Others can add relevant items, I just really want some cheese in there. After the king arrives, we set him up in the throne room. Then we lock his royal butt in there, and let him pull the wonderous lever, setting off the reaction that bury him alive, or crushed, under mountains of cheese, stolen goods, and priceless artifacts.

It even avoids a murder charge, letting the kig unwittingly fall prey to his greed. Bonus points if the lever is an artifact, and if everyone contributes a thematic item that contributes to the throne-tomb.

Well, we do have an artifact mechanism now. All I have to do is link that up to the 4 golden pillars right?

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 26, 2013, 12:34:51 am**

Quote from: Ruhn on November 25, 2013, 09:53:31 pm

Personal Diary of Nuckles
Well, we do have an artifact mechanism now. All I have to do is link that up to the 4 golden pillars right?

I thought we have already rigged those. You can copy the save file and give an order to pull the lever to check this.

By the way, we need to trade more with the dwarven caravan. We've got tons of native gold and kaolinite. Let's make more +gold goblets+ and *porcelain mugs*!

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **4maskwolf** on **November 26, 2013, 12:47:17 am**

Well, I didn't personally work on anything to do with it: it would have been a breach of character and I had no idea what had already been done. Though now that I think about it, one of those levers may have been linked to the fortress self-destruct...

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Grimmash** on **November 26, 2013, 12:59:28 am**

Quick check of the trap room works as follows:

Assuming no one has built more supports (That may be a big if), just see if the lever in the back room above the traps can link to any more supports. If the answer is yes, link them. If no supports show up, then everything is already linked. When I passed the turn on, I only had a few to go. The bridges, however, may need linking. Depends on how much you care about dead dwarves.

As for the artifact mechanism, I'd put it somewhere in the dining hall where every dwarf will walk by it and get happy thoughts. That and the artifact door I put in the entry to the dining hall (assuming it is still there) should help alleviate any bad thoughts your dorfs are having.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 26, 2013, 12:33:18 pm**

OOC:
I think all constructions de-construct when they are part of a cave-in, that's why I was thinking only the bottom 4 really need to be linked.
So we don't want the king to pull the lever himself anymore I mean?

I'll do some gold crafts once we have more forges up and running. The supply of charcoal is still holding out pretty well. First priority is still military equipment for the next couple months.

I'm thinking of doing some honest trading with the humans, but if the deal falls through then we will have a big shoot out.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Grimmash** on **November 26, 2013, 12:53:20 pm**

Given my multiple uses of caves, i don't trust them. So i tried to make sure only floors connected to nothing would remain. Hence all the pillars and the bridges. The bridges also serve to block off sections once full.

Worst case, the pillars and mechanisms just add value to the fort.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 26, 2013, 09:45:46 pm**

Personal Diary of Nuckles
We have begun hauling things to the depot. Let us see if these Humans are trying to pull a fast one on us. Once they arrive I will ask Lizard and Maskwolf to gather the crossbowers. We'll play it cool, hopefully they don't try to double-cross Grim during the trading.

13 Galena
Some Jobber named Zon is not acting like himself. He just ran up and grabbed a craft workshop next to the big bone pile. Somedwarf was working there, and he just pushed her aside!
[Spoiler](#) (click to show/hide)



19 Galena
I couldn't talk Grim into trading with the Humans. He kept tellin' me that he had to warm up for the big showdown. I gave him an order to take the Tundras of Metal over there to give him one last chance, but then a Goblin walked right up to Lizard! I was like "fuck this, someone throw the lever right now".
[Spoiler](#) (click to show/hide)



As the bridge closed Lizard went crazy on the Goblin, her crossbow was swinging around like a glowstick. Grim and Maskwolf each got 5 shots off. A Human with a pike came out and got the killing blow. Bad form I say. We sealed the Humies away so they won't interfere. Spoiler (click to show/hide)

The Marksdwarf bashes The Goblin Swordsman in the head with her (copper crossbow), but the attack is deflected by The Goblin Swordsman's ({«copper helm»})!
The Marksdwarf bashes The Goblin Swordsman in the head with her (copper crossbow), but the attack is deflected by The Goblin Swordsman's ({«copper helm»})!
The Marksdwarf bashes The Goblin Swordsman in the head with her (copper crossbow), but the attack is deflected by The Goblin Swordsman's ({«copper helm»})!
The Marksdwarf bashes The Goblin Swordsman in the head with her (copper crossbow), but the attack is deflected by The Goblin Swordsman's ({«copper helm»})!

Some archers wounded 2 more goblins, and a recruit named Stukos was first on the scene. She got both kills with her -Steel Battle Axe-.

Since Grim has something against the Humans, somedwarf should take over and see what they have to offer. After all, that Zon guy is just sitting there in the workshop looking like he needs something we don't have.

--- ---
OOC: I think that guy is going to fail his mood. We have leather and every type of glass available, so I think he must want some type of spider silk cloth or thread. Or he wants some bones that we ran out of.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 27, 2013, 01:30:48 am**

From the diary of Monitor Lisard, miner:
It's been a while since I wrote my latest entry - I've been rather busy lately. There's a lot to do here - our small outpost-like den turned into a huge bustling town full of dwarves - It's almost like I've gone legit. Many things changed in Chamberdrums since I stepped down the position of the Overseer, but I'm glad that the guys have been trying to keep everything going smooth. Our growing fame seems to attract not only fisherdwarves and stonecrafters, but also some hard-boiled folk who want to take part in our business.

Here's some news. Today one on our odd-jobbers ran into a craftsdwarf shop, holding a bone and some instruments. Seemed like he was overwhelmed by some idea - the right mood to make an artifact.

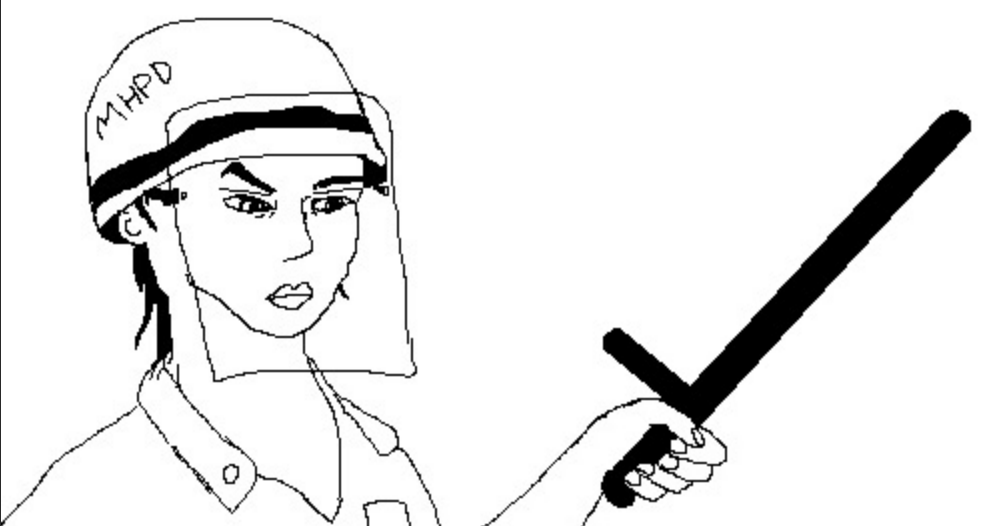
Some time ago, the human caravan came to us. Nuckles asked Grim to trade with them, but our broker, who prefers to spend his time at the shooting range, grumbled something about being too busy polishing his crossbow or something. I stationed a guard around the depot in case the humans try to deceive us. I say, you can't hustle a hustler. Maskwolf refused to do the task, so I sent her back to the fortress. She looked at me angrily and stood still, holding her crossbow. I'm pretty sure that she still wears her old steel helmet with a crystal visor.
I was standing near the bridge when I heard some strange noize. Someone was running towards the gates. Suddenly Maskwolf shouted "Lizard, behind you!" I turned around and saw a goblin approaching me. He swunged his weapon at me. I dodged and bashed him in the head with my crossbow. With a loud clang he backpedaled, looking stunned, and I hit him again.
"Take cover! Raise the bridge!" - I heard Daria yelling at the militia. I backed, loading my weapon, but suddenly a bolt flew and striked the goblin in the chest. He fell down. "I got one!" - Maskwolf switched to another target. Grim climbed the tower and aimed at the goblin outside.
Finally we killed the raiders. Grim and Maskwolf got the same number of kills. One of the human guards also took part in this, killing one goblin.

Zon is still sitting in his craftsdwarf's shop. It seems that he needs something we don't have now. Nucle says we don't have any bones or silk - I suggest we should butcher one of the animals and gather some webs in the caverns.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 29, 2013, 12:42:17 pm**

While Ruhn is having a break between his updates, here's the picture of Maskwolf.

This is a n engraving of dorf!Maskwolf the dwarf. Dorf!Maskwolf is frowning. This picture relates to the stopping of the wagon by Maskwolf in the Mountainhome in 128.



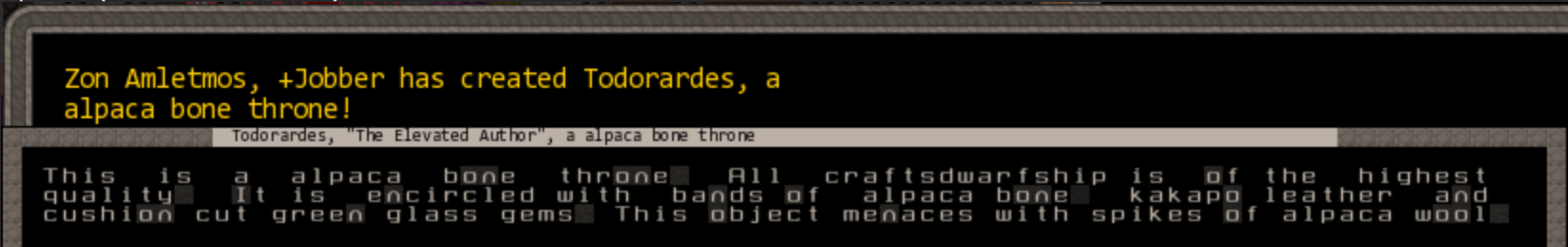
(http://s1185.photobucket.com/user/Georgethegunner/media/Maskwolf.jpg.html)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 29, 2013, 03:55:41 pm**

Personal Diary of Nuckles

Early Autumn
We figured out that there were no bones for Zon, so I had Shem's alpaca slaughtered. I hated to do it, since Shem is the one that pulled me to safety in the big ambush last year. But he died in the last siege, and if this keeps Zon from going crazy then his 6 kids will still have a father.

I ended up letting the Humans go. We bought some weed, Booze, fish, and cheese off them for some of the clothes that were laying around the depot. Maybe next year we can pick a fight with them, but for now our gang needs more time to train and get this equipment forged. Oh, Zon finished his creation, it is an artifact throne.
[Spoiler](#) (click to show/hide)



Mid Autumn
When reviewing the king's throne room trap setup, I noticed one of the bridges wasn't linked yet. I had Fingers make a couple mechanisms and get that working. We also found a support that needed to be linked up still. The artifact throne and lever have been installed in the death pit. I'll get Fingers to go down and link it up to a few supports. We have the main support lever ready to go in case king ratvomit decides not to fall for this.
[Spoiler](#) (click to show/hide)



Late Autumn
I had me a good smoke the other day with a girl named Tirist. She's gonna get a gang of sword fighters together. It's been a few years and everyone is rusty, so they are going to start off with wooden weapons for now. And with us not going to have armor ready any time soon, she wasn't too anxious to do any real fighting anyway.

The king's merchants arrived at our "trading outpost". Grim was there to meet them, let's get down to business: arms smuggling and drug trading.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 29, 2013, 07:55:18 pm**

Diary of Fingers

I stuck around the depot after hauling a bin of crafts up. There sure was a lot of crossbows and loot piled up. The broker guy Grim traded it for some armor stuff and lots of food. He was looking kinda thirsty towards the end, but the merchant dwarf sure was smiling. The guards kept looking at me every time I tried to get close enough to lift something off their wagon. Bunch'a tight wads.

Then when I was walking back, I see this Kobold sneaking around outside the gate. He got close, then just ran away again. Some kid ran up and told me that he saw a different one do the same thing a couple days ago. Maybe they are up to something. Who cares. Nuckles has me linking up some pillars to this nice artifact lever. That's more fun than hauling this junk around.

--- ---
Personal Diary of Nuckles
Trading went down fine with the king's merchants. I asked Lizard to go and make a big show for the merchant leader since our mayor is... unavailable. There is this "problem" with the door to his rooms, and I haven't had time to go "fix" it quite yet. Anyway Lizard bought enough time for Grim to trade away a couple dozen of our crossbows. When those cheap weapons hit the streets back at the mountainhome the guards will have their hands full.

Oh, I saw that chick Olin (who runs the "Artifices of Roughness" crossbow gang) hanging out and training with Lizard. As I was walking up to say hi I over heard something like Olin got kicked out of her squad? Before I could ask for details somedwarf comes up and tells me a little girl named Asen has taken over a crafting workshop. We Just Got Through This!! The little brat probably wants bones! I'm going to go down to the farm and see if we can kill any of the animals.
[Spoiler](#) (click to show/hide)



Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **tahujdt** on **November 30, 2013, 02:21:21 am**

PTW

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **November 30, 2013, 04:01:11 am**

Be careful with the artifact stuff. Somedwarf might go tantruming if we crash the throne and that mechanism.

Nice to see it's still going. If no-one will be willing to take a turn after you finish, we may go for a second cycle. I might also do an intermission.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 30, 2013, 08:47:06 am**

[Quote from: Monitor Lisard on November 30, 2013, 04:01:11 am](#)

Be careful with the artifact stuff. Somedwarf might go tantruming if we crash the throne and that mechanism.

Nice to see it's still going. If no-one will be willing to take a turn after you finish, we may go for a second cycle. I might also do an intermission.

Good point. I did a test and can confirm that artifacts are not destroyed by cave-ins.

Family trees are available now for anyone who wants them. (Sadly our starting 7 don't have families) Here are some samples:
AseaHeru Family Tree (<http://imageshack.us/photo/my-images/850/bpuv.jpg/>)
Rough Rogue Family Tree (<http://imageshack.us/photo/my-images/24/0zo1.jpg/>)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 30, 2013, 05:53:03 pm**

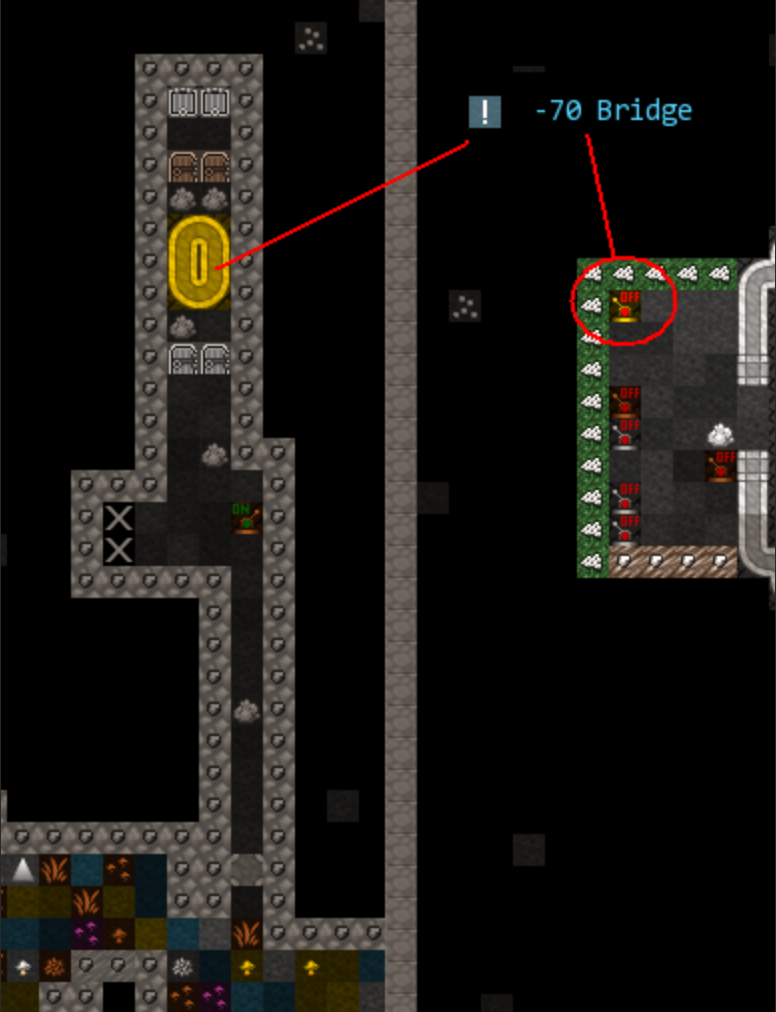
Personal Diary of Nuckles

We tied up some peacocks at the entrances and installed cage traps. This should prevent anything from sneaking into the fort and stealing things.

[Spoiler](#) (click to show/hide)



We need to dig down and find some magma, but I wanted to be sure no monsters can get in. We setup some doors and a bridge. Now that things are safe FireCrazy and the others can dig deep and find the good stuff.
[Spoiler](#) (click to show/hide)



27 Moonstone, 133
Asen got everything she needed and made the most tricked-out earring I have ever seen. It even has a little picture of Monitor Lizard on it. That little girl has some impressive stone crafting skills.
[Spoiler](#) (click to show/hide)

Asen Tishisurist, Dwarven Child has created Rukalorrun Tinothalron, a sandstone earring!

Press **Enter** to close window

Rukalorrun Tinothalron, "Eerieroared the Equal Amethyst", a sandstone earrin

This is a sandstone earring. All crafts dwarfship is of the highest quality. It is encrusted with round sandstone cabochons decorated with donkey bone and brown recluse spider silk and encircled with bands of oval sandstone cabochons and cuttlefish leather. On the item is an image of Monitor Lizard Machinecatch the dwarf in sandstone. Monitor Lizard Machinecatch is traveling. The artwork relates to the flight of the dwarf Monitor Lizard Machinecatch into The Misty Dunes in the early spring of 126. On the item is an image of Olon Raspsmith the dwarf in chrysoprased. Olon Raspsmith is traveling. The artwork relates to the flight of the dwarf Olon Raspsmith into The Misty Dunes in the early spring of 127. On the item is an image of sturgeons in chrysoprased. On the item is an image of The Wordy Boar-Persuasions the native gold weapon rack in chrysoprased. On the item is an image of cushion cabochons in fungiwood.

1 Opal
I found a note in my pocket today, no idea how long it's been in there. It was from Daria. She wants to quit being the head commander and put together a group of assassins. I thought I was doing her a favor, but if she wants to operate behind the scenes instead then I'm not going to try and argue.

With this happening I think I will try to take over as commander again. I'm getting pretty good with this crutch, and my hands are working just like they used to. I'll put things into motion so Daria gets her squad.

7 Opal
They found another cavern down there. I had Cyatica run down and floor off the stairs. This won't stop us, the mineshaft location can be moved over a little and then it's back to business.

20 Opal
"The Irons of Touch". It sounds deadly. There won't be any official announcement of the new squad, and only members of the Cabal will know it exists. FireCrazy dug a new barracks off of an unused bedroom for them to train in. The secret passage is behind the chest.
[Spoiler](#) (click to show/hide)



27 Opal
In order to keep our growing stash of artifacts safe, a vault is being built. The entrance is in the main military stockpile. The bridge will have a lever in the main control room, and also inside the vault. Eventually I think we can fortify the vault and make it our 'last stand' room in case something goes terribly wrong.

[Spoiler](#) (click to show/hide)



5 Obsidian
A couple kids washed out of the Snakes of Brass. They have been unhappy for a while, and now it has gotten to a point where they just stand there when training is supposed to be happening. Maybe we can draft them again in a couple years once they act more mature.

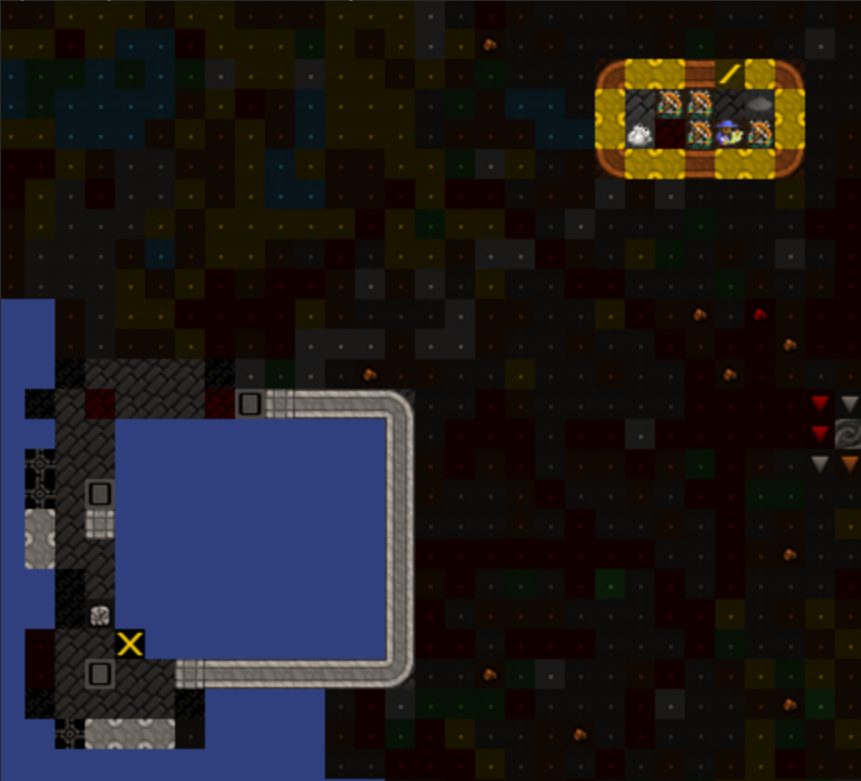
12 Obsidian
We just hit another setback in the mining, I'm not sure if it is the same cavern or a different one. We're going to have to
→The dead walk. Hide while you still can!

--- ---
Diary of Fingers

Somedwarf was yelling for me to grab my writing pad and get to the barracks. We are under attack! Way cool, finally some action around here.

Nuckles put Grim's gang up in the renovated firing platform and they are dropping all kinds of zombies. Some other- The boss of The Courageous Sabers ran up and is cussing like mad because his guys don't have any bolts!! Sucker should have said something earlier.

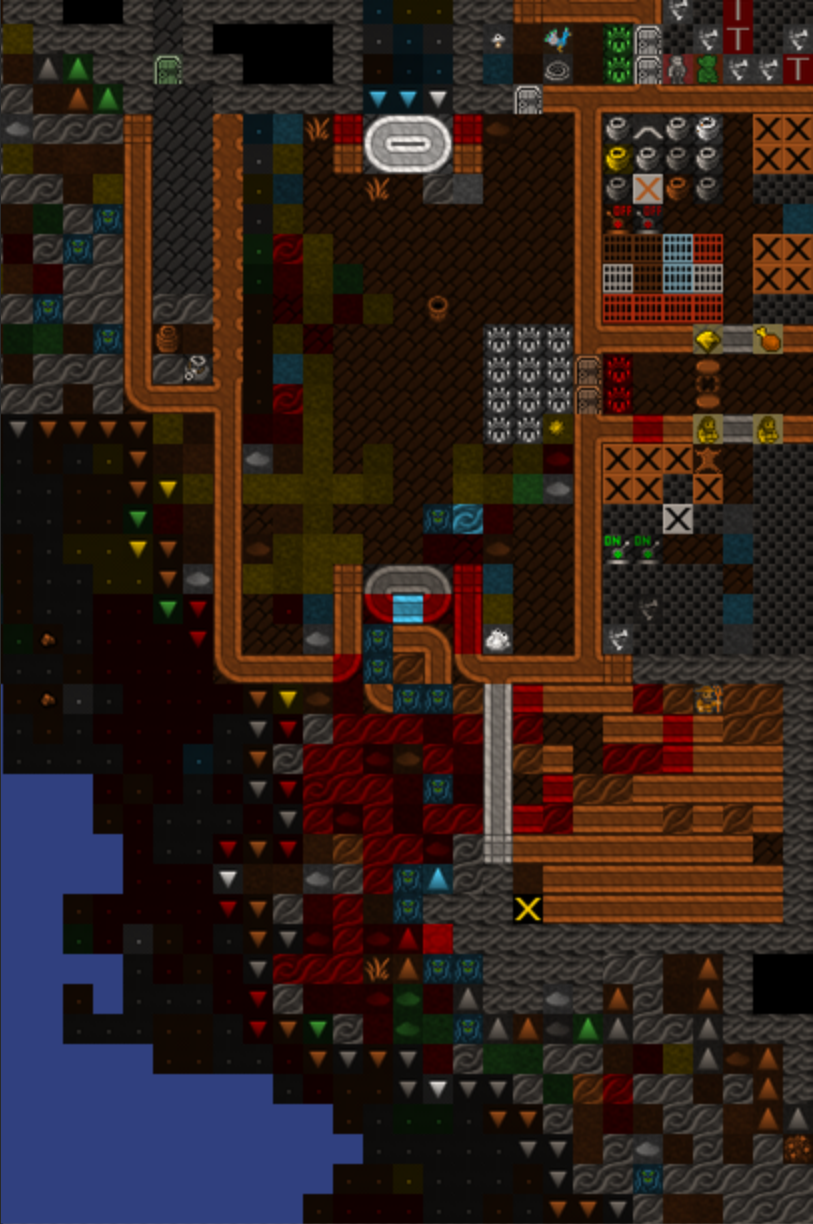
[Spoiler](#) (click to show/hide)



SHIT, here she comes!! Maskwolf looks like she's gonna kill Nuckles. They're out of bolts already too!!?? Maybe this isn't so funny now.

There are a lot of zom-zoms running into the courtyard. I think everything in the funhouse is linked up correctly, but maybe we should have put in some more stone falling traps.

[Spoiler](#) (click to show/hide)



Somedwarf just ran past yelling that we are under attack. I was like no shit, but then she says it is the Goblins. The alive kind.

A vile force of darkness has arrived!

--- ---

I just got back from running around telling everyone to make bolts. Some people were running into the funhouse! I tried to stop them, but they told me to get lost. That place is full of death right now, I hope they get out okay.

[Spoiler](#) (click to show/hide)



Some kobold thief opened up the door! Fucking zombies are in the fort.

[Spoiler](#) (click to show/hide)



The next door just popped open and there's another thief! How many Kobolds did the necromancers hire? I'm getting out of here!

[Spoiler](#) (click to show/hide)



--- ---
Personal Diary of Nuckles

25 Obsidian

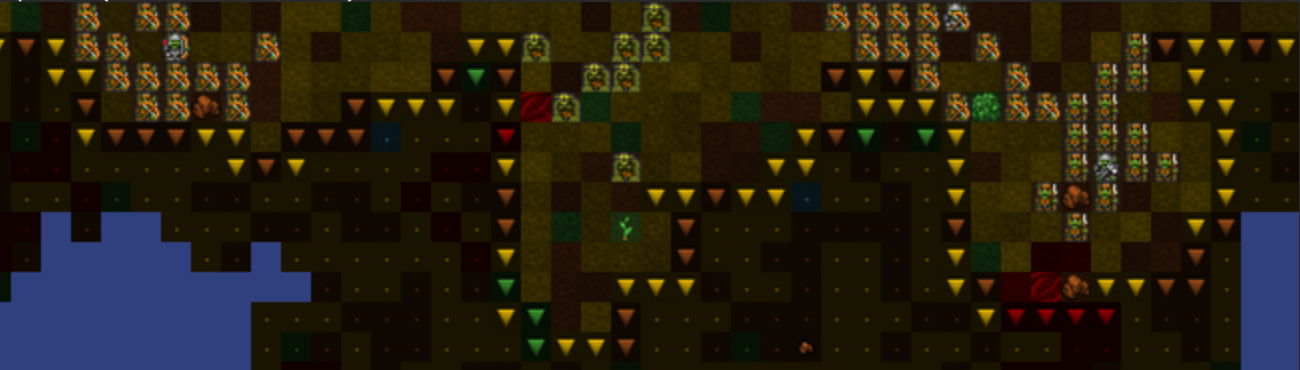
[Spoiler](#) (click to show/hide)



Well, we fought them off. I was a few feet away from Hissin' Walnuts when he went down under a pile of zombies. We couldn't get to him in time, there were just so many. AseaHeru was found down in the funhouse, he must have been trying to flank them when his luck ran out.

All told we lost 10 marksdwarves, 7 melee dwarfs , and a few other dwarfs and children. Since I was in charge the responsibility is mine. I will be stepping down as leader in a few days.

[Spoiler](#) (click to show/hide)



Reports are coming in that the Goblins are on top of the mountain getting ready for a charge. There is no time to waste, we must rally together and organize our next defense. The Courageous Sabers were merged into Grim's squad since it took so many losses. Olin was one of those who fell. Maskwolf obviously took over her squad, but I'll never know what happened now.

We drafted a few dwarfs to fill the ranks of The Snakes of Brass, our Axe squad. The 3 dwarfs who actually had fighting skill in Sabres of Dimpling were transferred, the rest have been disbanded.

The Oars of Bearing (sword) gang has traded in the training weapons for steel and iron swords. There are only 6 of them right now, but I have high hopes for the future.

This concludes my time as the hideout leader, now it is time to pick up my mace and go thump some more skulls.

--- ---
OOC:
The door that they came in has been taken down, and a wall designated in it's place. Please be sure it gets built. Dwarves started running into the funhouse to get the bodies out, so I created a burrow. I think crossbowers were trying to path through the funhouse to

get to the courtyard shooting gallery. Some more doors in there would be handy so we can lock them and keep that from happening again. We have a few zombies in cages, but an arena needs to be built so they can be pitted for training.

The vault needs a bit of channeling to be complete. The z level above the bridge will let crossbowers shoot down on intruders.

I ordered 3 slabs made and lots of coffins too. Tombs have not been created for our dwarfs.

Save: <http://dffd.wimbli.com/file.php?id=8184>

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Aseaheru** on **November 30, 2013, 06:12:05 pm**

Right, any of my kids still alive?

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 30, 2013, 06:29:52 pm**

Quote from: Aseaheru on November 30, 2013, 06:12:05 pm

Right, any of my kids still alive?

Yes, your five year old son and 2 young daughters are still alive and well.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Aseaheru** on **November 30, 2013, 06:59:26 pm**

Good. Well, can I have Wheelsbowl get named "AseaHeru the Second"?

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **4maskwolf** on **November 30, 2013, 07:24:10 pm**

You never mentioned the thing we discussed in the pms.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **November 30, 2013, 07:49:27 pm**

Quote from: 4maskwolf on November 30, 2013, 07:24:10 pm

You never mentioned the thing we discussed in the pms.

My mistake, that journal entry yesterday wasn't very good. I made some edits to today's also.

[Spoiler](#) (click to show/hide)

Quote from: Ruhn on November 29, 2013, 07:55:18 pm

Oh, I saw that chick Olin (who runs the "Artifices of Roughness" crossbow gang) hanging out and training with Lizard. As I was walking up to say hi I over heard something like Olin got kicked out of her squad? Before I could ask for details somedwarf comes up and tells me a little girl named Asen has taken over a crafting workshop. We Just Got Through This!! The little brat probably wants bones! I'm going to go down to the farm and see if we can kill any of the animals.

[Spoiler](#) (click to show/hide)

Quote from: Ruhn on November 30, 2013, 05:53:03 pm

Reports are coming in that the Goblins are on top of the mountain getting ready for a charge. There is no time to waste, we must rally together and organize our next defense. The Courageous Sabers were merged into Grim's squad since it took so many losses. Olin was one of those who fell. Maskwolf obviously took over her squad, but I'll never know what happened now.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **RoughRogue** on **December 01, 2013, 04:27:46 am**

What about me? Did I score some points or get some wounds? And what squad I'm in, anyway?

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 01, 2013, 05:20:05 am**

Hey guys, do you mind if I do an intermission? As far as there are no more players on the list, we can go for a second cicle. Does anyone want to take a turn again?

I'll post some pictures soon.

Edit: Here are the kills of the named dwarves.

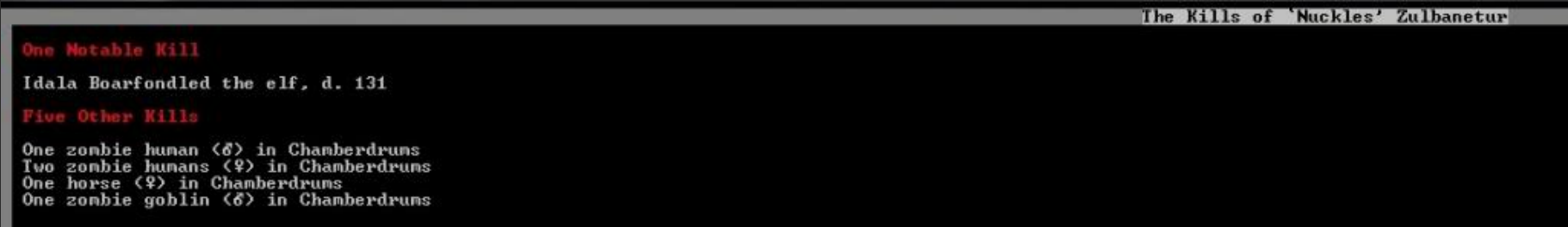
[Spoiler](#) (click to show/hide)



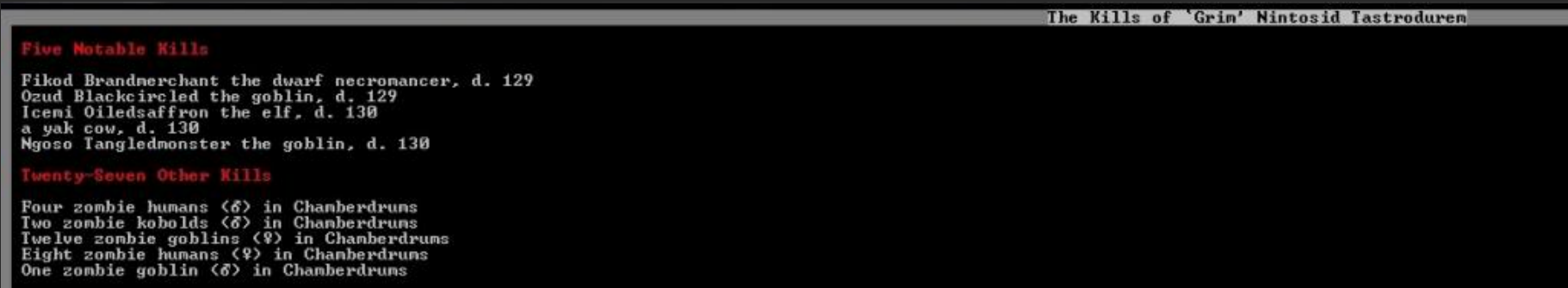
(<http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums1-2.jpg.html>)



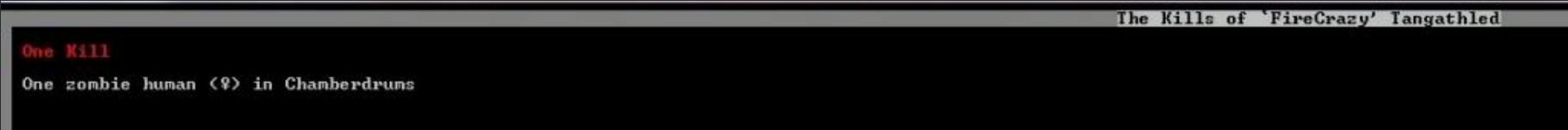
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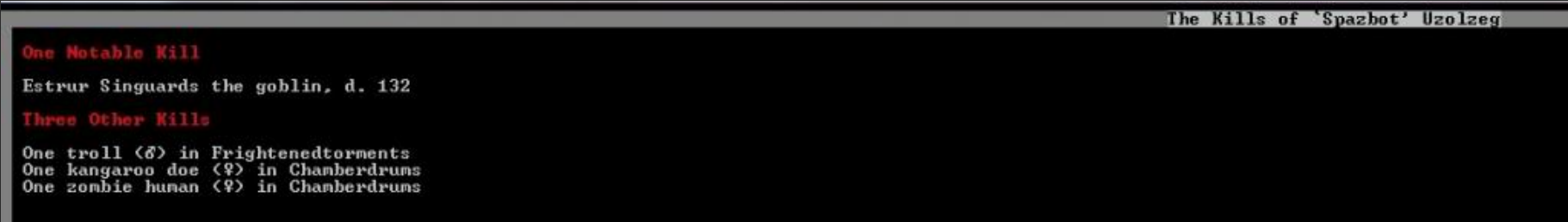
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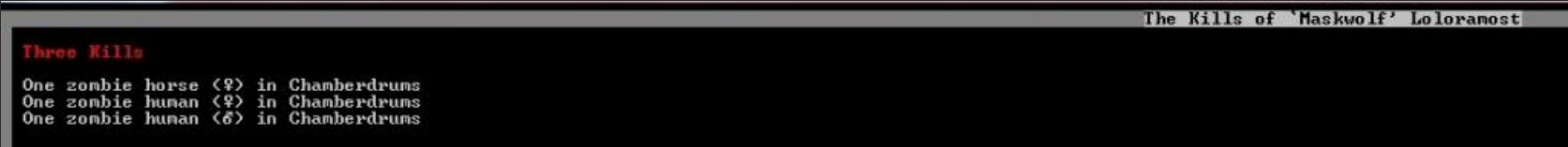
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(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums5-1.jpg.html)



(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums6-1.jpg.html)

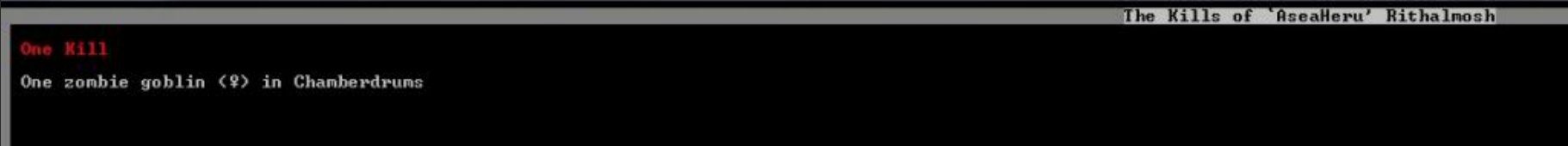


(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums7.jpg.html)

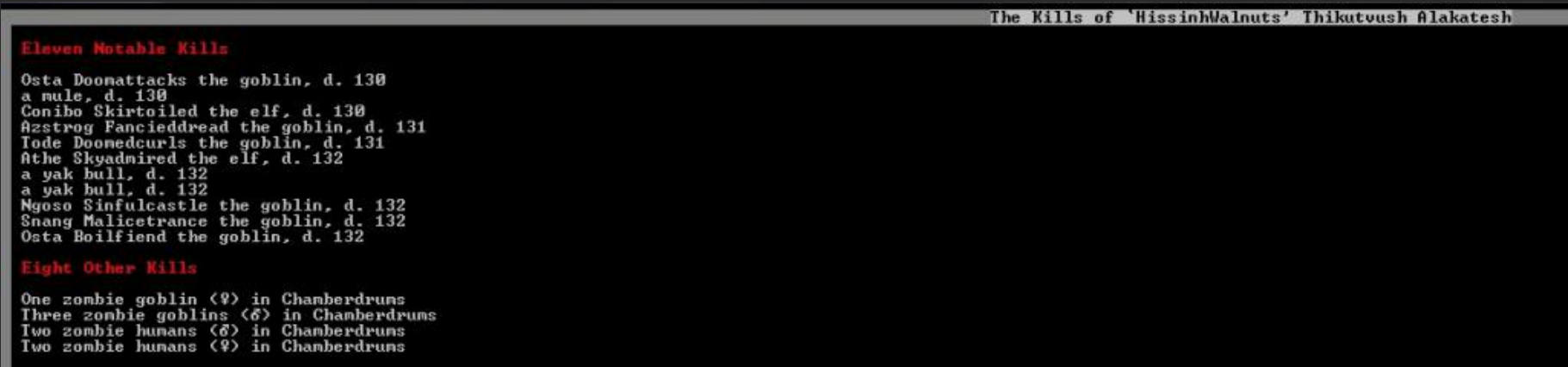
By the way, I redorfed Aseaheru and updated the OP.

Edit: Kills of Aseaheru and HissinhWalnuts.

[Spoiler](#) (click to show/hide)



(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums8.jpg.html)



(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums9.jpg.html)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Ruhn** on **December 01, 2013, 07:56:43 am**

Quote from: RoughRogue on December 01, 2013, 04:27:46 am

What about me? Did I score some points or get some wounds? And what squad I'm in, anyway?

You are in the main Tactical Flags squad. It looks like you were there for the fighting, got some hits on a goblin zombie, then got knocked out. You came out with only some bruises, but no confirmed kills.

Quote from: Monitor Lisard on December 01, 2013, 05:20:05 am

Hey guys, do you mind if I do an intermission? As far as there are no more players on the list, we can go for a second circle. Does anyone want to take a turn again?

Intermission sounds good, go for it. I'll go again, but at the bottom of the circle. (If my turn was too long I could play 6 months instead next time.)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Monitor Lisard** on **December 01, 2013, 09:10:08 am**

From the personal log of Monitor Lizard, overseer:

A few days ago, the crew informed me that they wanted me to be the ringleader again. Although I was flattered, I'd say I've enjoyed being a usual, regular workdwarf. Things are getting rough - We're besieged by goblins again, and the citisens are really depressed.

At first, I desided to put this place in order. We assigned the empty quarters and dining rooms to their new owners. Workshops are produsing more and more goods and furniture: bolts, doors, clay pots...
I also asked Grim and Maskwolf to hand out some captured armor to their squads.

The Military of Mafolasdug

U: View/Customize
A: Armor
M: Material

L: Legs
H: Helm
C: Color

P: Pri/Assignments
G: Gloves
B: Boots
S: Shield
W: Weapon
r: Over clthng
m: Exact matches

Enter: Add item

SQUADS/LEADERS	SQUAD POSITIONS	POSITION UNIFORM
The Tactical Flags	1. 'Grm' Nntsd Istdrdm, brk	<dingo leather armor>
The Lunderas of Metal	2. 'Mntr Lzrd' Althkbb, Mnr	<-maple mail shirt->
The Snakes of Brass	3. Kogsk Kbkttlsh, Mrksdurf	<alpaca leather armor>
Artifices of Roghnss	4. Led Morulrungskak, +Jobber	<sperm whale leather armor>
The Oars of Bearing	5. Deduk Cogikal, +Jobber	<eagle leather armor>
The Irons of Touch	6. ezum Ahlelfash, Mrksdurf	<<copper breastplate>>
	7. Stinthäd Iorishddk, Rngr	<<copper breastplate>>
	8. Rith Amudlorbam, Ranger	<<copper breastplate>>
	9. Nil Cilobnonub, Bon Crvr	<<copper breastplate>>
	10. Melbil Urvadbmrk, +Jbbr	<<copper breastplate>>

p: Positions a: Alerts e: Equip n: Uniforms u: Supplies f: Ammunition

ESC: Cancel 234689: Move selector s: Schedule

(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission1.jpg.html>)

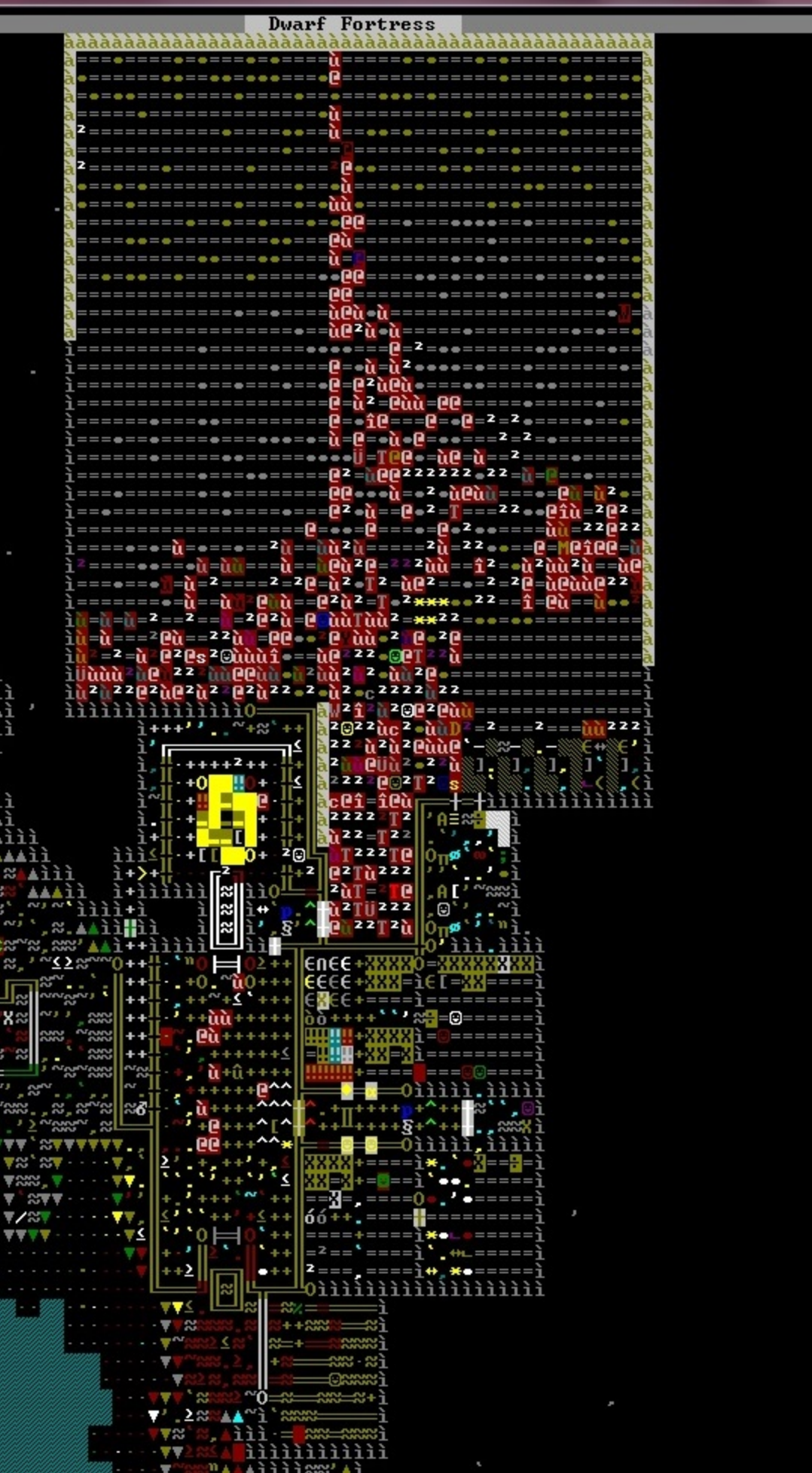
Aseaheru and HissinhWalnuts fell during the undead siege. They both were good dwarves. I heard our former CMD tried to carry the wounded from the undead mob, but was slain before he could reach the secure part of the fortress. And HissinhWalnuts fought like a wild beast, ripping the zombies in parts with his war hammer.

Isma Smitlbunen, Glassmaker
Olun Rabushat, Blondsucker
Isaid Gbenassu, Glasser
Kleish Tachkhdonewak, +Jobber
Ghemd Isadun, Stonecrafter
Grinnash' Udargusil, Stonecrafter
Kedil Gogubak, Stonecrafter
Rigata Baulumehil, Stonecrafter
Gul, Stonemason, Wilmsong Weaver
Gogur, Stonemason, Fishery Worker
Nil Solumludak, Fishery Worker
Kogsk Kibkttlsh, Fishery Worker
Kogsk Kibkttlsh, Fishery Worker

Place Item in Tomb
Conduct Meeting
Store Item in Stockpile
On Break
'HissinhWalnuts' Thikutoush Alakatesh (Engrave Memorial)
Construct Building
Store Item in Stockpile
Store Item in Barrel
Store Item in Stockpile
Store Item in Bin
Store Item in Stockpile
Store Item in Stockpile

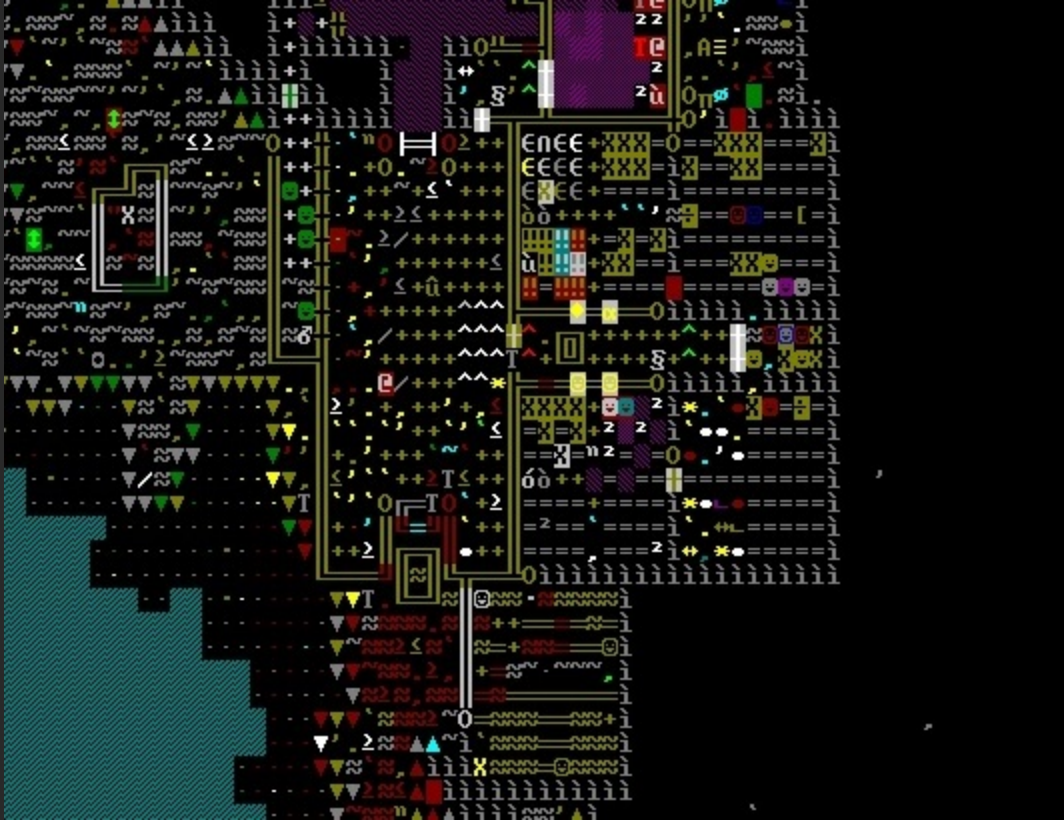
(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission2.jpg.html>)

Nuckles gave an order to clean the front yard of the fortress. Some corpses still need to be hauled to the storage area.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission3.jpg.html>)

To make at least somedwarf happy, I allowed the citisens to have pets. We're also going to butcher some of these alpacas, because we still need bolts.



(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission8.jpg.html)

I ordered all the marksdwarves to gather behind the fortification in the courtyard. The trolls tried to break through the main doors under heavy, some of them stepping into the stonefall traps. We raised the bridge to prevent them from retreating.



(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission9.jpg.html)

Grim killed 4 of those beasts, and the others finished the rest. Good job, marksdwarves!

Dwarf Fortress			
Citizens <229>	Pets/Livestock <28>	Others <73>	Dead/Missing <633>
Smunstu, Troll			Deceased
Nguslu, Troll			Deceased
Kutsmob, Troll			Deceased
Osnun, Troll			Deceased
Stasost, Troll			Deceased
Aslot, Troll			Deceased
Ngokang, Troll			Deceased
Tode, Troll			Deceased
Ushu, Troll			Deceased
Nako, Troll			Deceased
Olngo, Troll			Deceased
Gozru, Troll			Deceased
Nako, Troll			Deceased
Estrur, Troll			Deceased

(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission18.jpg.html)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **4maskwolf** on **December 01, 2013, 10:26:07 am**

Diary of Maskwolf
Well, I have decided to write another entry in this old, decrepit diary. Today, I took control of Olin's crossbow squad. She wasn't happy about it, but when I challenged her to a duel she backed down. Like all criminals, she was cowardly in the face of death. And she died during the undead siege. Good riddance to bad trash, I say.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Grim Portent** on **December 01, 2013, 10:55:26 am**

Journal of Grim, broker of Chamberdrums
Liz is back in charge. Good thing too, we need to remember just who has been in this whole thing from the start.

A bunch of flithy goblins attacked, a whole bunch of their trolls tried to batter down the doors but me and the lads gave them a good seeing to with our crossbows. Their blood was a most unusual blue colour, very light, smelt a bit like the taste of copper. The way they bellowed and roared in pain was almost melodic, quite enchanting really. I can't wait for more to try their hand at besting us, at besting me.

EDIT: I'm quite pleased that I have so many kills once you count non-notables. I'm becoming quite the ranged butcher aren't I? :P

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **4maskwolf** on **December 01, 2013, 11:00:17 am**

Okay, what is Grim's crossbow skill?

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 01, 2013, 11:09:44 am**

Quote from: 4maskwolf on December 01, 2013, 11:00:17 am
Okay, what is Grim's crossbow skill?
He's a professional marksdwarf.

By the way, we've captured a goblin hammerlord during the second attempted assault.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Grim Portent** on **December 01, 2013, 03:34:32 pm**

Hmm, I'd kind of like to get a chance to gut him in close quarters. Strip his gear and give me a hammer for a minute or two and we'll see how I fare.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Ruhn** on **December 01, 2013, 09:09:22 pm**

Nuckles says "Ha, I'll fight this hammer lord with his equipment on. A safe cracker like me doesn't have any business leading the fort or the military anyway. Just give me a last smoke and it's game time."

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Grimmash** on **December 01, 2013, 11:18:58 pm**

I'm in for another round.

Edit: Although I have been busy with other forts, I like this fort a lot, and will gladly play as many rounds as we go for, so count me in indefinitely :). I just haven't had time to write journals for my dorf in this game.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Monitor Lisard** on **December 02, 2013, 01:44:06 am**

Arena time! :) I'll We also have a wounded troll (when Nuckles swung his mace, the troll dodged right into the cage trap), some walking corpses and a regular goblin pikeman.

I'll update the OP in the evening.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **4maskwolf** on **December 02, 2013, 10:22:37 am**

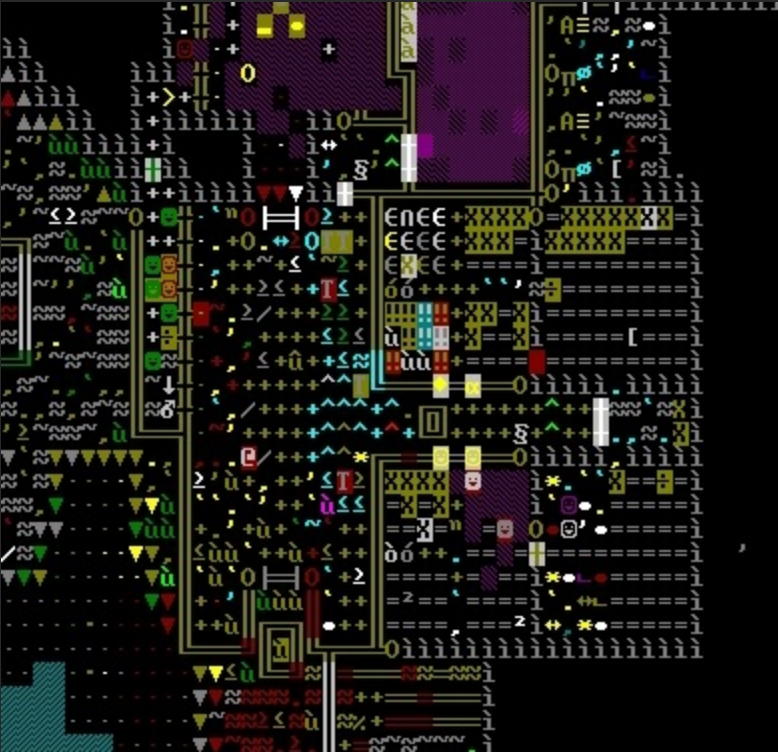
I'll go for another turn.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Monitor Lisard** on **December 02, 2013, 12:52:22 pm**

From the personal log of Monitor Lizard, overseer:

Goblin pikemen are advancing! I've immediately ordered to raise the bridge. Some of the raiders got caught there when it started rising. They were flung by it for a couple of meters, but nobody got really hurt, and soon they prosceeded to retreat.



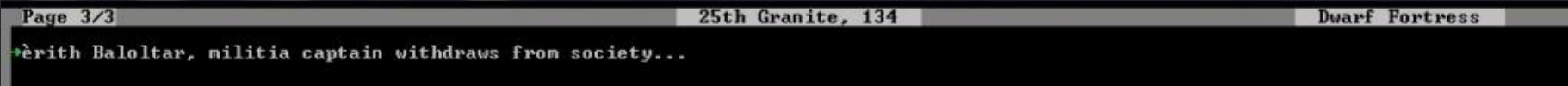
(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission10.jpg.html>)

At that time Cyatica informed me that she had constructed yet another masterpiece. They're mostly coffins and doors we've been churning out recently.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission11.jpg.html>)

Not now, captain! We've got a siege outside our walls!



(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission12.jpg.html>)

We managed to catch one of their officers. I hope they'll back off soon.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission13.jpg.html>)

The militia captain claimed a metalsmith's forge. I would be happy if he constucts something useful.

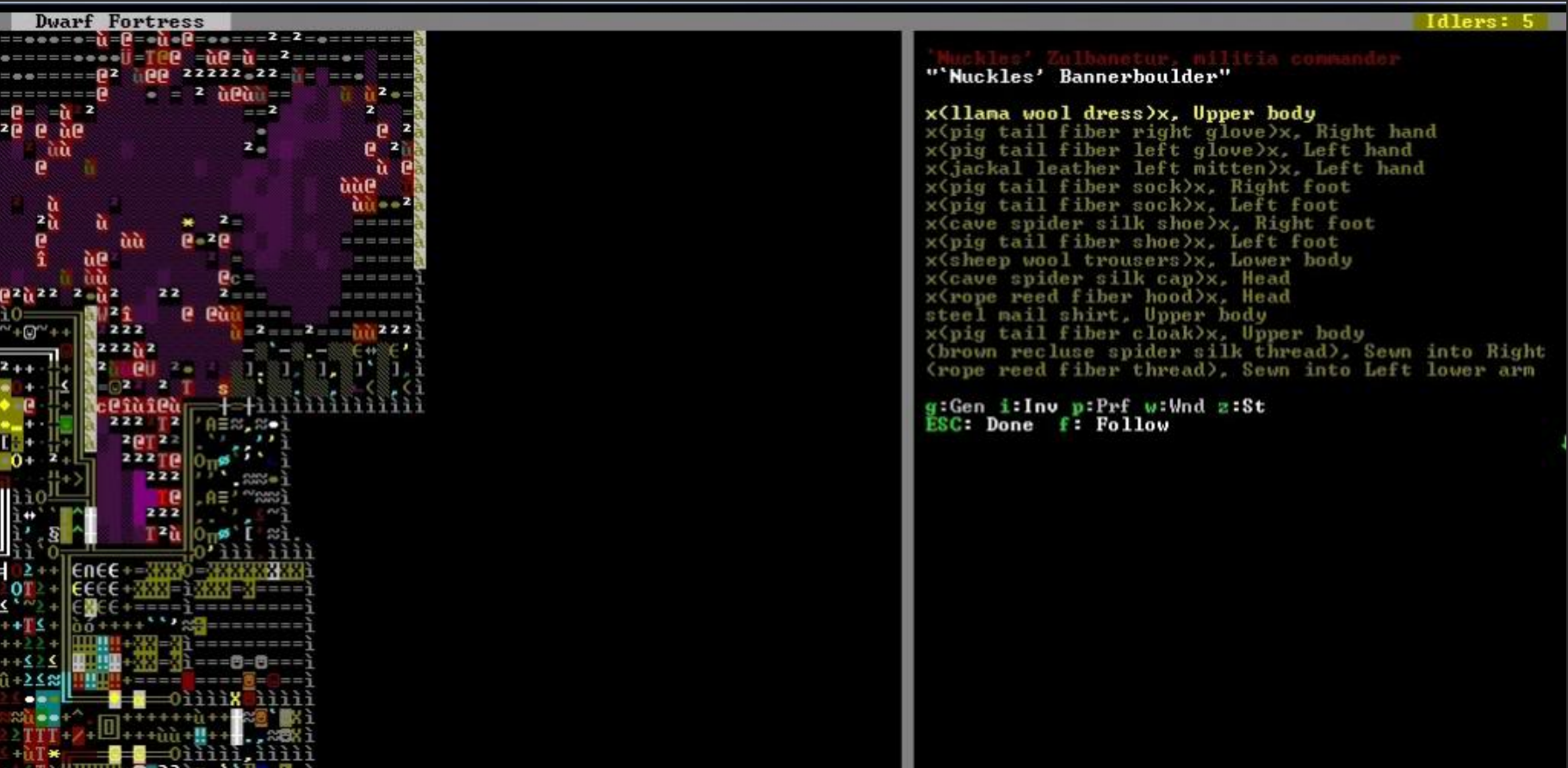


We're being besieged by goblins, yet everyone keeps partying.

The Stray Alpaca <Tame> has been slaughtered.
→The +Jobber Unib Orshariden has organized a party at sandstone Table.
Dishmab Kekimbomrek, Marksdwarf cancels Pickup Equipment: Interrupted by Goblin Pikeman.

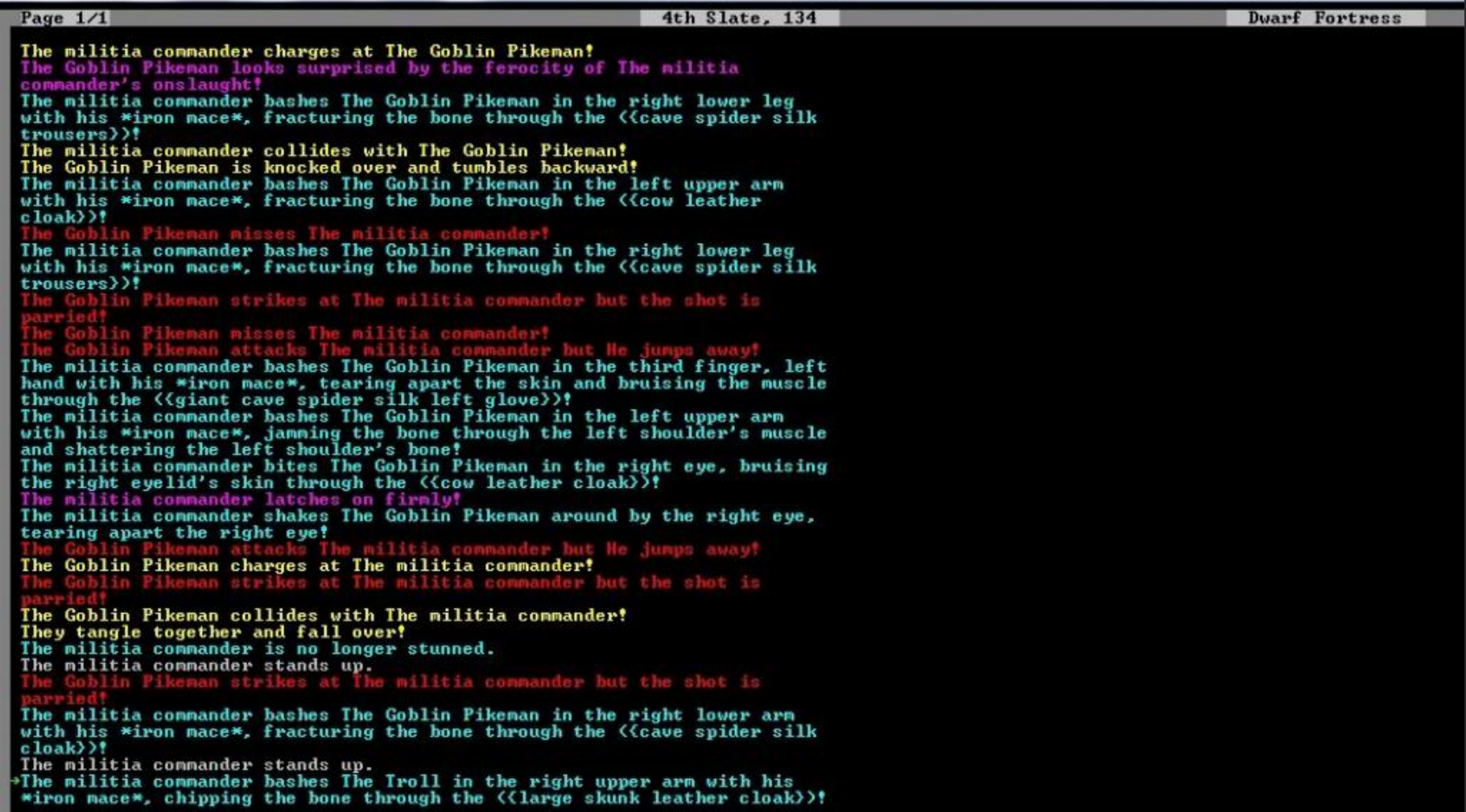
(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission15.jpg.html)

It's time for Nuckles and his squad to go into the battle. I asked our militia commander to gather his forces near the main doors. Their task is to wipe the rest of the pikegoblins and trolls in the courtyard.



(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission16.jpg.html)

CHAAARGE!



(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission17.jpg.html)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **December 02, 2013, 07:20:55 pm**

"Common crew, it's time to put an end to this. They want our gems and drugs, but this is OUR turf and that ain't gonna happen. Let's Kill Them ALL!!!"

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 03, 2013, 12:27:20 am**

OOO note: I let Nuckles and Grim fight with the goblin leader, two times each. Both times Nuckles ended lying on the floor with his legs, arms, shoulders or toes broken with the hammerlord running around him searching for the exit (Though our mechanic was good enough to stand against the goblin for quite a good time). Grim showed good results with the crossbow loaded with wooden bolts (Although the goblin leader hit him a few times), but he wasn't that great with a hammer, only standing for a few seconds. Our militia capitain also produced a golden statue of dwarves.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **December 03, 2013, 10:03:28 am**

Ha, didn't think I had a chance, so being able to last a while is good news. But with one leg already mangled, I probably don't want to lose the other one too.

A gold statue is an awesome artifact. I was having trouble finding spots for statues and other decorations though.

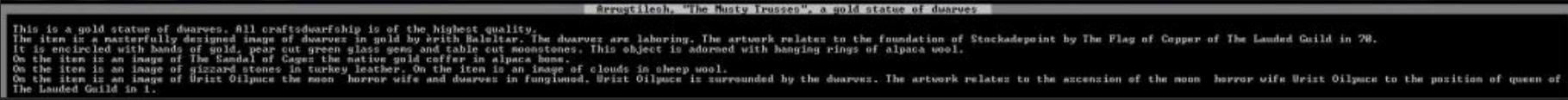
Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Grimmash** on **December 03, 2013, 10:28:25 am**

You could dig alcoves into the dining room walls. I use that method in forts to good effect. Or you could dig out a statue garden room. When possible i like to make a zoo or statue garden above ground. Then you fight caber adaptation and give good thoughts in one go.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 03, 2013, 11:48:20 am**

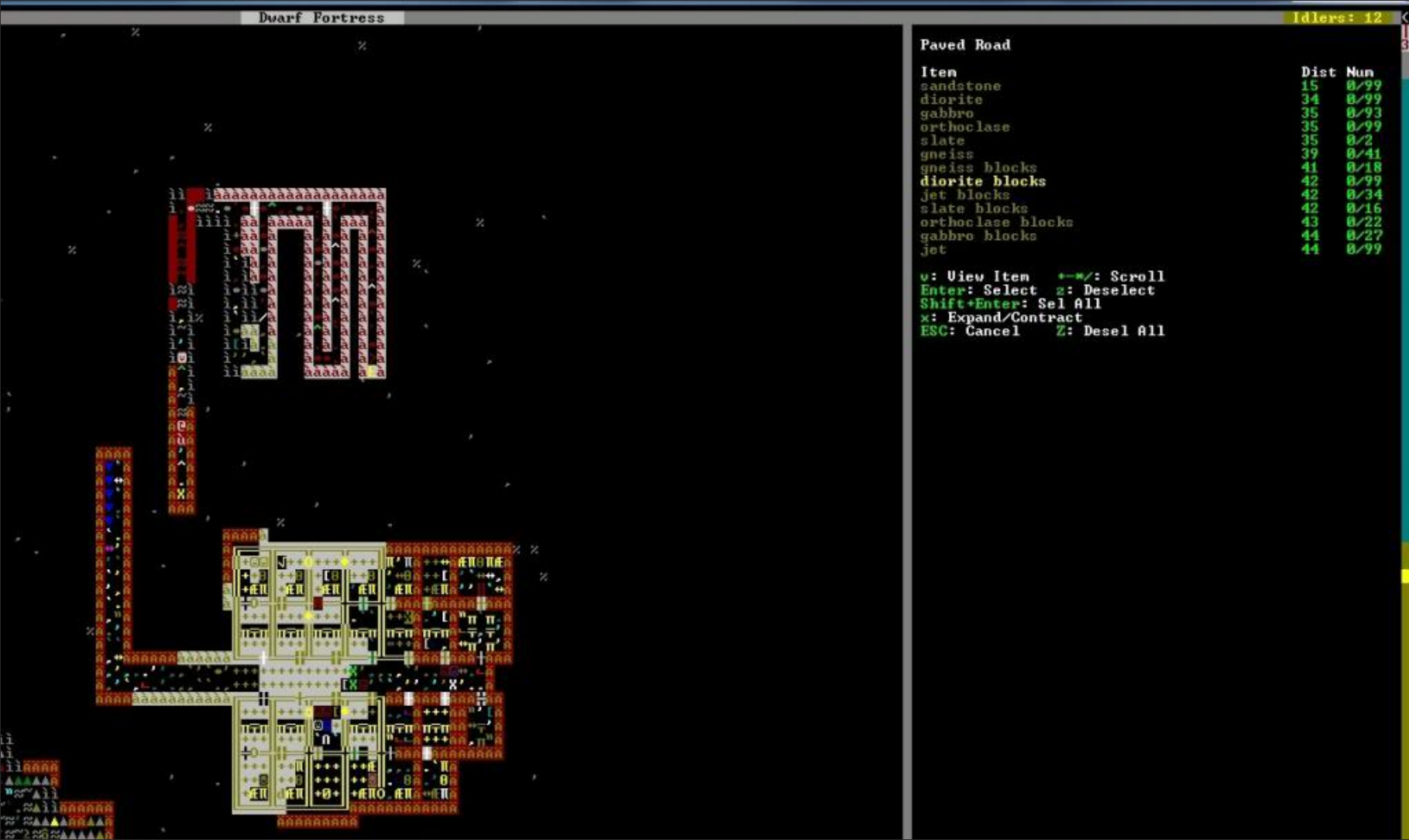
From the personal log of Monitor Lizard, overseer:

Good news! A couple of days ago one of our militia captains produced a great gold statue. It reenacts the foundation of Stockadepoint in 70 - one of the most remarkable pages of our history. It also features a story about our monarchy's dark heritage - it is whispered that the first queen of the nation was a moon horror wife.



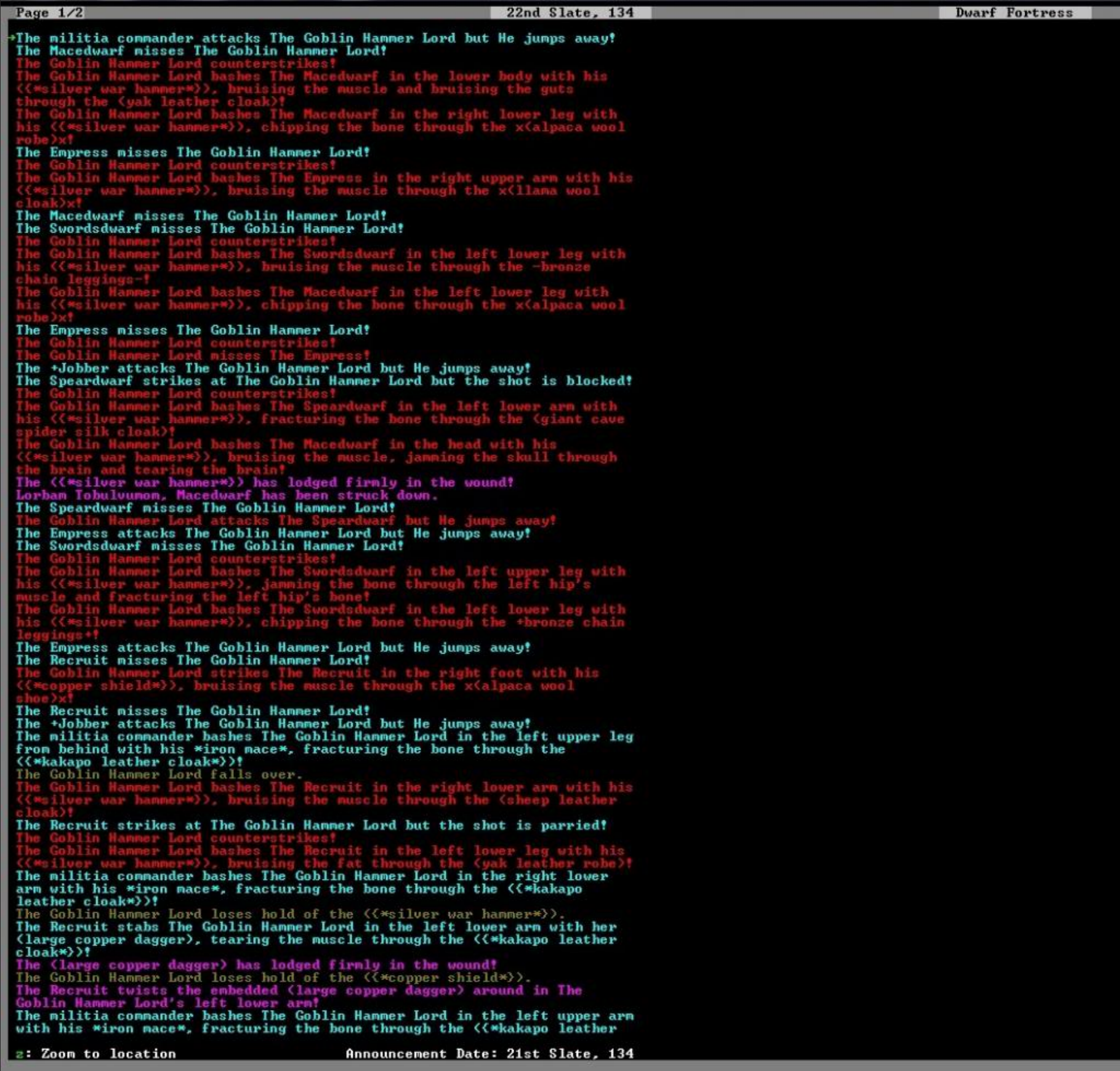
(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission18-1.jpg.html>)

I found out that we had a ton of diorite blocks in our stockpile. I think we can use this for building roads in the upper levels of the fortress.



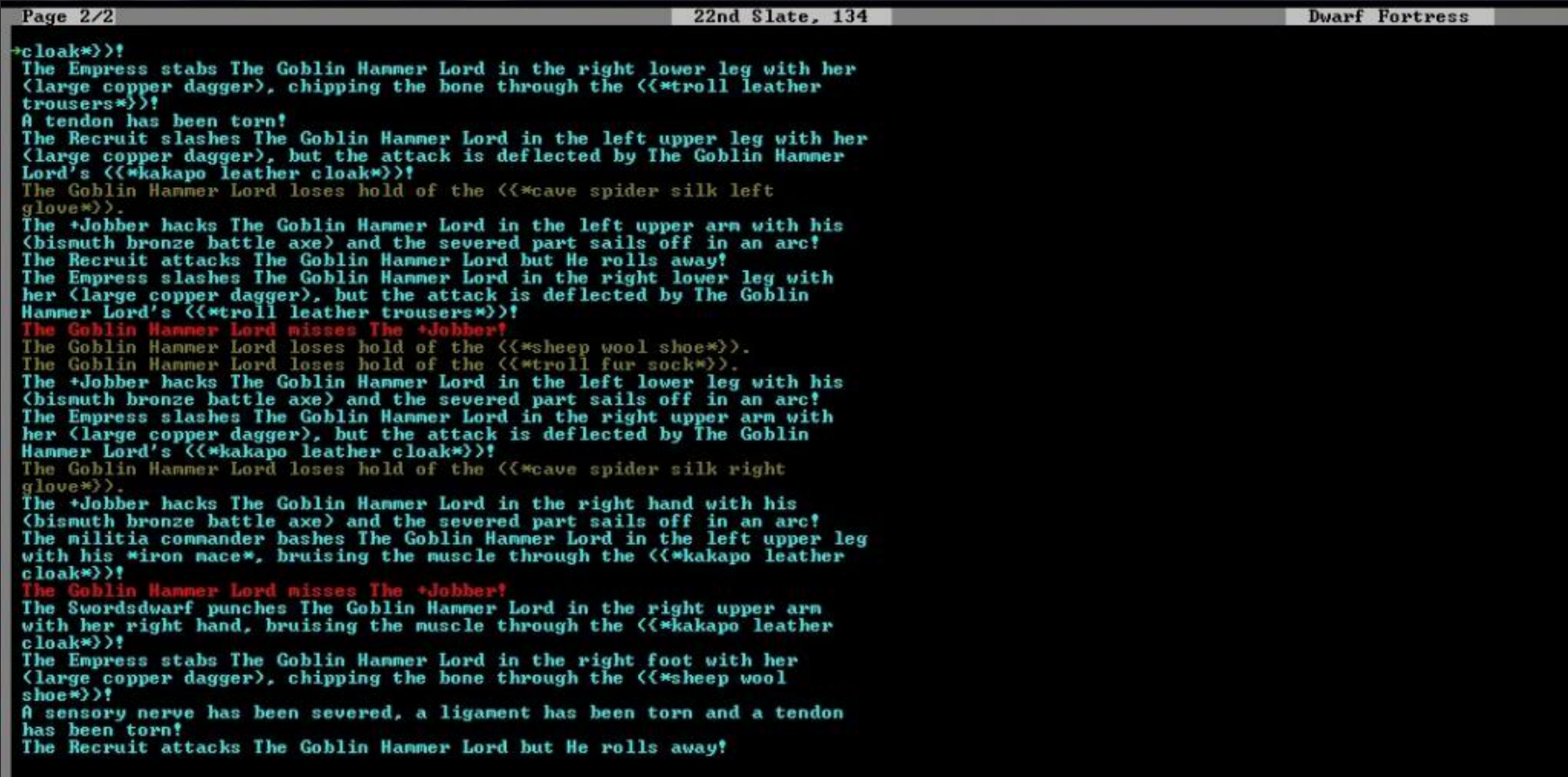
(<http://s1185.photobucket.com/user/Georgethegunner/media/Intermission19.jpg.html>)

We tried to get rid of goblin commander, but it was not that easy. Even surrounded, he kept fighting against the group of well-trained dwarves.



(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission20.jpg.html)

Finally, Nuckles was able to land a good hit. He bashed the goblin a few times with his iron mace, and then Daria attacked from aside and killed the wounded goblin commander.



(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission21.jpg.html)

Macegoblins are coming! I ordered the marksdwarves to gather in the fortified gallery again.

Dwarf Fortress		
Citizens <224>	Pets/Livestock <28>	Others <63>
Dead/Missing <655>		
Osnun, Troll	Invader	
Damsto Zotstasost, Goblin Lasher	Invader	
Dostngosp Amxunaza, Goblin Lasher	Invader	
Ngokang Ngosoostad, Goblin Lasher	Invader	
Amxu Tuzosnun, Goblin Lasher	Invader	
Stoshub Dangtotsnost, Goblin Lasher	Invader	
Nako Rosanuushu, Goblin Mace Lord	Invader	
Osta Azlotodenen, Goblin Hammerman	Invader	
Nako Stozumot, Goblin Hammerman	Invader	
Amxu Stozuurer, Goblin Hammerman	Invader	
Zolak Ezruanaxu, Goblin Hammerman	Invader	
Bosa Slosaxanamos, Goblin Hammerman	Invader	
Estrur Ngulungan, Goblin Hammerman	Invader	
Estrur Urarmutog, Goblin Hammerman	Invader	
Stozu Smunstuesnen, Goblin Hammerman	Invader	
Ushu Tadstrodnno, Goblin Elite Crossbowman	Invader	
Xuspgas Azstrogspusa, Goblin Lasher	Invader	
Nako Asnebosa, Goblin Lasher	Invader	
Snamoz Ozranaslot, Goblin Lasher	Invader	
Ngerxung Smunokem, Goblin Lasher	Invader	
Kutsnob Gozrungonos, Goblin Lasher	Invader	
Nguslu Alolngo, Goblin Lasher	Invader	
Bax Snamozdungo, Goblin Lasher	Invader	
Nako Ngebzostran, Goblin Lasher	Invader	
Bax Unkostdang, Goblin Swordsaster	Invader	
Nakong, Ngerxung, Goblin Hammer	Invader	
Nerok, Ngerok, Goblin Hammer	Invader	
Estrur Ngerok, Goblin Hammer	Invader	
Nakot Ngerxung, Goblin Hammer	Invader	
Namast, Ngerok, Goblin Hammer	Invader	
Naku, Ngerok, Goblin Hammer	Invader	
Osta Omstuuksos, Goblin Elite Bowman	Invader	
Stray Kea <Tame>	Merchant	<Caged>
Stray Giant Kakapo <Tame>	Merchant	<Caged>
Stray Giant Raven <Tame>	Merchant	<Caged>
Stray Wild Boar <Tame>	Merchant	<Caged>
Stray Dingo <Tame>	Merchant	<Caged>
Stray Horse <Tame>	Merchant	<Caged>
Stray Giant Eagle <Tame>	Merchant	<Caged>
Stray Doe Hare <Tame>	Merchant	<Caged>
Yak Cow	Merchant	
Ecu Athifimifava, Elf Merchant	Merchant	
Water Buffalo Cow	Merchant	
Ola Ivothithu, Elf Merchant	Merchant	
Mule	Merchant	
Inefa Kenapenopu, Elf Merchant	Merchant	
Horse	Merchant	
Lebeyu Mepuaniya, Elf Merchant	Merchant	
Mule	Merchant	
Adela Onoopeya, Elf Merchant	Merchant	
Water Buffalo Cow	Merchant	
Ova Alisadisa, Elf Merchant	Merchant	
Rattlesnake Man	Wild Animal	
Rattlesnake Man	Wild Animal	
Rattlesnake Woman	Wild Animal	
Ushu, Troll	Caged Prisoner	
Zolak Snodubngustu, Goblin Pikeman	Caged Prisoner	
Goblin Corpse	Undead <Caged>	
Osirumoz, Goblin Corpse	Undead <Caged>	
Goblin Corpse	Undead <Caged>	
Asmel Igathdodok, Miner	Diplonat	
Kel Rakustangen, outpost liaison	Diplonat	
Dorku, Forgotten Beast	Uninvited Guest	

(http://s1185.photobucket.com/user/Georgethegunner/media/Intermission27.jpg.html)

SCREW ELVES, RAISE THE BRIDGE NOW! GRAB YOUR WEAPONS! WE ARE BESIEGED! GOBLINS ARE COMING!

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Grimmash** on **December 03, 2013, 12:23:36 pm**

Is that a new siege, or just the remnants of the one that was already there?

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 03, 2013, 12:29:12 pm**

Quote from: Grimmash on December 03, 2013, 12:23:36 pm
Is that a new siege, or just the remnants of the one that was already there?

It's a new siege. This one seems easier however - they have only two ranged weapons specialists and one troll.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Grim Portent** on **December 03, 2013, 01:22:02 pm**

Ah, so much violence, we could do with more of this over in Bridgedstreams. :)

If the current wave is low on archers then get us bowdorfs to send them packing with a few volleys, not much point in risking deaths if we have a happiness problem in the fort.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 04, 2013, 07:44:53 am**

From the personal log of Monitor Lizard, overseer:

Oh dwarf, they're so many goblins there... At least, they got much less marksmen then those goblins who besieged us before.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrumsintermission4.jpg.html>)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **4maskwolf** on **December 04, 2013, 09:06:10 am**

Eh, just kill them. I want the pointy eared bastards to siege so that we can kill more stuff, goblins and necros don't cut it.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 04, 2013, 01:07:53 pm**

From the personal log of Monitor Lizard, overseer:

It's been so long I've been out of the fortress. A couple of days before, we ambushed a goblin squad. Some greenskins were killed, others fled. No rain. No trees. Nothing. Just plain gold, blood of the fallen and a trusty ol' crossbow on my knees. Maskwolf's no longer angry. She got used to it. Grim shot someone. Again. And I am thirsty. Should take a flask full of ale here next time.

We're sitting on the tower for all day long, listening to the talks of goblins beneath us. They are tired and scared, their leaders grow impatient. But they are not gonna leave for good.

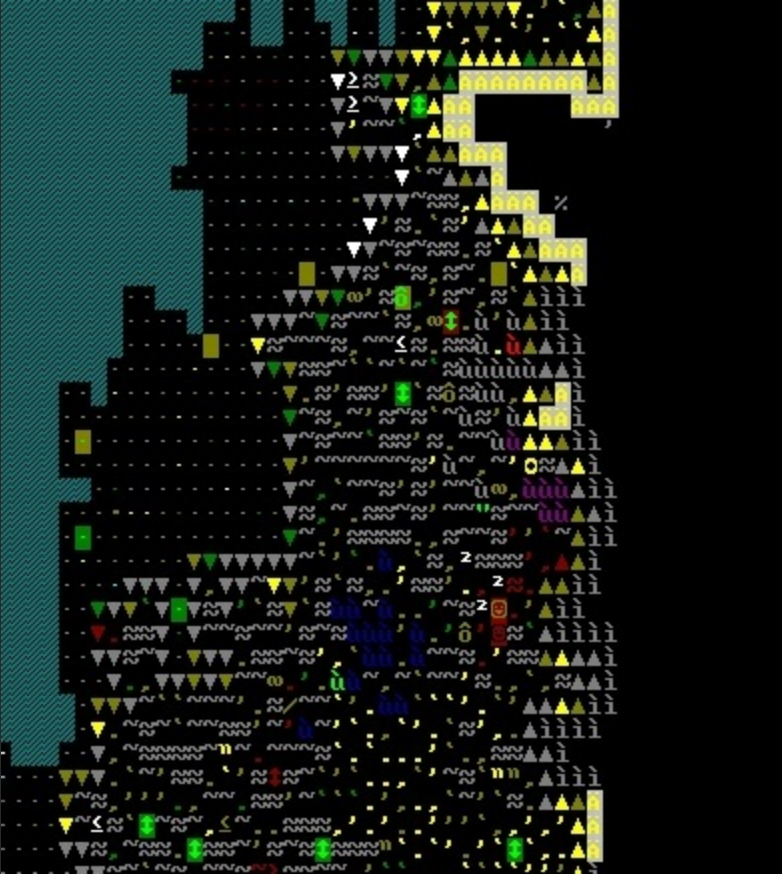
Somedwarf got a scratch on his leg. Sent him to the hospital. I heard someone organised a party near the golden statue. It's near the hospital, so the wounded sometimes walk there, appreciating the engravings. Yes, I know, dwarves are missing.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard1.jpg.html>)

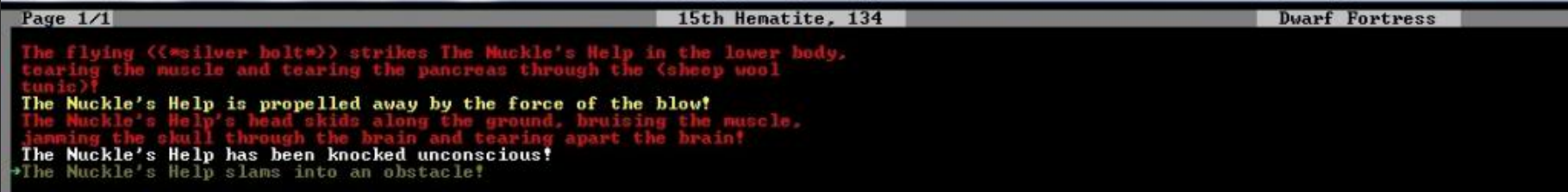
What are we fighting for? We can't even trade, because the goblins are everywhere. Will the king ever come to us?

The attackers gathered near the hill. What are they going to do? I don't care about this anymore.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard2.jpg.html>)

A few days ago, they killed Fingers. he tried to grab something on the top floor, but the goblin marksman shot him. He was propelled by the forse of the blow and fell on the ground. Poor guy. Nuckles must be really upset by this.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard3.jpg.html>)

The miners told me that the had found a magma sea. Great.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard4.jpg.html>)

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Ruhn** on **December 04, 2013, 01:21:45 pm**

Nuckles talks to somedwarf in the dining hall over a bucket of ale
"Nooo!!! Fingers was a good kid, I was going to teach him all my best tricks. Even kept him out of the fighting so he could focus on machinery and lock picking. The kid wasn't my blood, but I treated him like my own son. Now... now what am I going to do? No apprentice to follow in my footsteps, or squeeze into tight areas to fix things. I'll tell you one thing, Urist... those bloody scum-sucking goblins are going to pay dearly. I'm going to crush their skulls until there isn't a single one left alive. Then I will go and smash the heads of all the dead zombie ones too."

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**
Post by: **Monitor Lisard** on **December 04, 2013, 02:34:46 pm**

I am really sorry, Ruhn. It feels like this fort almost makes me exhausted. Every wrong move ends up in peaceful dwarves dying. It's practically impossible to take care of every dwarf in Chamberdrums. We caught some raiders in the courtyard, and the others started retreating, only one group still stands on the map.

It really resembles trench warfare - a bunch of hungry, thirsty, drowsy and unhappy dwarves are sitting behind the fortifications, occasionally shooting greenskins.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Aseaheru** on **December 04, 2013, 03:59:55 pm**

Dont kill the fricking elves. We dont need horades of fucking archers killing our guys in seconds.
Monitor, do we have enough food in the fort? And how many ranged troops do we have? We may need to go with small squads that guard for a month then go farm.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Timeless Bob** on **December 04, 2013, 04:49:54 pm**

I find that making everyone join squads of 10 that train 3 at a time year round seems to work just fine. Losses are refilled with immigrants and once danger rears its ugly head, everyone has a chance of dodging it due to the mandatory training regimen. Admittedly, tantrum spirals are damn deadly, but them's the breaks.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Grimmash** on **December 04, 2013, 04:57:28 pm**

If can weather the siege, it may be moat time. I don't recall where the aquifer starts, but over a few turn we should be able to cut one out between sieges. We could also add tunnels to the edges for caravans, to let them in quickly. As for food, if my giant cavern of sand is still clear, build a few more farms in it. An alternative/additional thought is walling off a area above ground, then dig up into it, build a ceiling, and you have safe above ground farming.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **4maskwolf** on **December 04, 2013, 06:31:27 pm**

I have part of an aquifer project from my time, it could probably be expanded.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Ruhn** on **December 04, 2013, 08:05:14 pm**

Quote from: Monitor Lisard on December 04, 2013, 02:34:46 pm

I am really sorry, Ruhn. It feels like this fort almost makes me exhausted.

No worries, I was thinking Nuckles would die before Fingers did, but unexpected things happen. I had the same feeling at the end of my turn when things fell apart and AseaHeru and Walnuts got killed.

Quote from: Grimmash on December 04, 2013, 04:57:28 pm

An alternative/additional thought is walling off a area above ground, then dig up into it, build a ceiling, and you have safe above ground farming.

I built some new above ground farms surrounded by a tower, but more surface crop space wouldn't hurt.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **HissinhWalnuts** on **December 04, 2013, 08:09:40 pm**

Hissing Walnut ~~Actually show your action~~ Train, more, more, more!

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **4maskwolf** on **December 04, 2013, 09:19:57 pm**

HissihnWalnuts died.

Title: **Re: Dorfday: The Heist - Murder is tax deductible! (Players are welcome!)**

Post by: **Monitor Lisard** on **December 05, 2013, 05:14:49 am**

We've got about two squads of marksdwarves, but the military potential of Chamberdrums is rather high - I think we can find more crossbow specialists. Food stockpiles are good, we're a bit low on drinks, but the production is stabile.

Here's the situation: A big squad of axe-wielding greenskins commanded by elite crossbowgoblin is standing to the northwest of our position. A bunch of crippled lashers are laying right next to the gates. One troll is standing right in the main doorway. My plan is to kill him and the lashers with the melee soldiers. If the last squad retreats, that would be good. If not, we'll have to think of another plan.

About HissinhWalnuts: he died like true hero when a mob of undead got into the fortress. Here's his kill list.

Quote from: Monitor Lisard on December 01, 2013, 05:20:05 am

Spoiler (click to show/hide)

The Kills of ‘HissinhWalnuts’ Thikutvush Alakatesh

Eleven Notable Kills

Osta Doomattacks the goblin, d. 130
a mule, d. 130
Conibo Skirtoiled the elf, d. 130
Azstrog Fancieddread the goblin, d. 131
Tode Doomedcurls the goblin, d. 131
Athe Skyadmired the elf, d. 132
a yak bull, d. 132
a yak bull, d. 132
Ngoso Sinfulcastle the goblin, d. 132
Snang Malicetrance the goblin, d. 132
Osta Boilfiend the goblin, d. 132

Eight Other Kills

One zombie goblin (♀) in Chamberdrums
Three zombie goblins (♂) in Chamberdrums
Two zombie humans (♂) in Chamberdrums
Two zombie humans (♀) in Chamberdrums

(http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums9.jpg.html)

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Ruhn** on **December 05, 2013, 12:29:51 pm**

Elite archers are OP. Killing lashers sounds good, maybe we will get enough whips to start a specialty squad.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Aseaheru** on **December 05, 2013, 03:34:10 pm**

Catapults cant fire over walls, right?

We could always draft everyone into tempsquads and rush them onto the walls at the same time to try to overwhelm the gobbo with bolts.

Title: **Re: Dorfdag: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **HissinhWalnuts** on **December 05, 2013, 08:04:01 pm**

I died a mass murderer. :D

Title: **Re: Dorfdag: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Grim Portent** on **December 06, 2013, 09:18:43 am**

We could easily draft up a huge army from our population. It doesn't actually take a lot of dwarves to support a fortress. So long as we have a clothier, a mason, several food/booze producer and the other smatterings of dwarfs needed to make goods and furniture we can have everyone else drafted as a crossbowdwarf. Or hell, we can enable hunting on everyone so they all carry bolts and crossbows and rain hell on everything they see.

Title: **Re: Dorfdag: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Monitor Lisard** on **December 07, 2013, 04:35:49 am**

From the personal log of Monitor Lizard, overseer:

I was sitting in the dining hall when a messenger brought me some good news. Sentinels said that the goblins were finally leaving! I immediately ordered all the militia to gather right next to the door to do a mop up - there were still two trolls near in the entryway. One of them was standing for along near the main entrance - that beast is quite enduring, I say. The second one, who got his leg broken, lay low in the courtyard.

Snodub, Troll	Invader
Rebu, Troll Leatherworker	Invader
Zolak Azstroggug, Goblin Lasher	Invader
Asnemoz, Goblin	Invader
Osirumoz, Goblin	Invader
Asnel Igathdodok, Goblin	Invader
Stray Kea <Tame>	Merchant <Caged>
Stray Giant Kakapo <Tame>	Merchant <Caged>
Stray Giant Raven <Tame>	Merchant <Caged>
Stray Wild Boar <Tame>	Merchant <Caged>
Stray Dingo <Tame>	Merchant <Caged>
Stray Horse <Tame>	Merchant <Caged>
Yak Cow	Merchant
Ecu Athifimifava, Elf Merchant	Merchant
Mule	Merchant
Inefa Kemapenopu, Elf Merchant	Merchant
Water Buffalo Cow	Merchant
Ova Alisadisa, Elf Merchant	Merchant
Zolak Snodubngustu, Goblin Pikeman	Caged Prisoner
Goblin Corpse	Undead <Caged>
Osirumoz, Goblin Corpse	Undead <Caged>
Goblin Corpse	Undead <Caged>
Asnel Igathdodok, Miner	Diplomat
Kel Rakustangen, outpost liaison	Diplomat
Dôrku, Forgotten Beast	Uninvited Guest
Otub, Forgotten Beast	Uninvited Guest

(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard5.jpg.html)

We made a quick job of them. I heard Nuckles yell something like "GET SOME YOU BASTARDS!" as he proseeded to beat a mauled troll with his mase. Sworddwarves were able to slay both invaders.

I asked everyone to be patient and gather everything that lay outside. Goblin and dwarven corpses, piles of armor, bolts, clothes, scattered goods from the caravan - we need to clean up the territory.

The Wealth of Mafolasdug				
meat	None	F	sand [2]	
fish	None	F	yellow sand [16]	
raw fish	None		white sand	
egg	12		black sand [4]	
plants	682	92	red sand [2]	
prepared meals	662		dimple dye [3]	
cheese	41		emerald dye [46]	
powder	139	46	F redroot dye [60]	
drinks	253	200	Longland flour [20]	
leaves	None		F whip vine flour [30]	
liquid	173	50		
glob	528			
seeds	1382	273		
weapons	350	54		
ammunition	726	376		
armor	1073	161		
legwear	401	141		
headwear	622	133		
handwear	1109	197		
footwear	1202	316		
shields/bucklers	62	32		
backpacks	16			
quivers	33	2		
anvils	1	3		
armor stands	2	3		
weapon racks	1	6		
cabinets	None	47		
doors	None	236		
floodgates	2	2		
beds	None	174		
thrones	None	159		
tables	None	113		
coffins	None	100		
statues	None	7		
slabs	9	7		
tanned hides	32			
cloth	832	160		
thread	113	12		
logs	170	18		
stones	1588	410		
rough gems	52			
bars	241	56		
cut gems	106			
large gems	8			
coins	4000			
blocks	229	456		
small tame animals	None			
small live animals	None			
pipe section	None			
hatch covers	2	11		
grates	None			
querns	None	1		
millstones	None			
windows	None			
animal traps	None			
chains	15	10		
cages	17	27		
boxes and bags	114	67		
bins	99	19		
barrels	105	10		
buckets	26	0		
mechanisms	25	160		
trap components	2			
flasks	15			
goblets	17			
toys	7	3		
tools	503	2		
musical instruments	11	6		
figurines	11	1		
amulets	13			
scepters	7			
crowns	16			
rings	13	1		
earrings	11	1		
bracelets	18			
catapult parts	None			
ballista parts	None			
siege ammo	None			
Tab: Mode	z: Zoom	v: View	m: Melt	
			f: Forbid	
			d: Dump	h: Hide

So many dead. I hope we have enough of coffins.



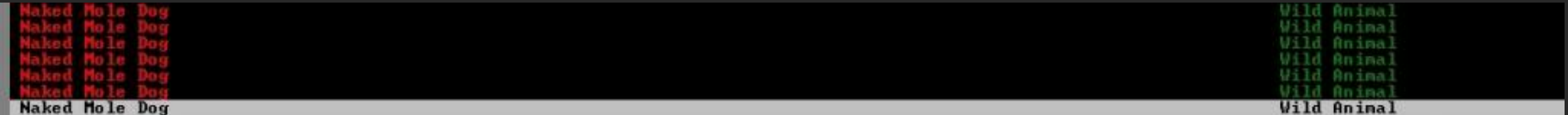
(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard7.jpg.html)

We also found a couple of cages, brought by elves, near the bridge. Now we have our own stray giant eagle! it's a pity we can't train him for military or use. Although, it'll make a good pet.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard8.jpg.html)

A pack of naked mole dogs can be heard scowling in the caverns. We may give a try and catch some of those.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard9.jpg.html)

As soon as we lowered the bridge, the elves walked outside the fortress and ran away. They should be grateful to us. They also left some of their goods and pack animals behind.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard10.jpg.html)

We had in the meeting hall. I thanked everyone for their hard work during both sieges. We celebrated our glorious victory over the goblins. A beautiful golden goblet full of dwarven ale - that's what I was dreaming for when sitting on a guard tower.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard11.jpg.html)

By the way, for how long do we have that stream near our fortress? I don't remember that back in my days. It must be the part of the aquifer project. Anyway, it looks rather picturesque.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard12.jpg.html)

I decided that we should kill the prisoners we got from the past sieges. We have one pike-wielding greenskin and three zombie goblins sitting in our cages. We can use them for training our militia.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard13.jpg.html>)

We've set up the first magma forge. Now we can smelt all those ores we had found without wasting charcoal.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard14.jpg.html>)

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 08, 2013, 11:51:10 am**

From the personal log of Monitor Lizard, overseer:

NO THANK YOU, MR. MAYOR! WE ARE NOT GONNA... Wait, this time we can actually complete his assignment. I ordered the metalworkers to make an iron pick.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard15.jpg.html>)

Cyatica's still churning out loads of masterpieses. Keep up the good job, girl!



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard16.jpg.html>)

A few days ago I woke up from the loud rumble coming from the outside. When I asked somedwarf who was passing by, he said that a part of the tower we've been constucting on the top of the above-ground farmes collapsed and fell under the ground.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard17.jpg.html>)

Nobody got hurt by that accident, but the collapsed wall breached the ceiling of the fortress and went through two floors, landing in Daria's room.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard17.jpg.html>)

I'm gonna patch everything up with native gold - it'll even look better that way. Next time, I'll personally inspect the walls.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard19.jpg.html>)

A humans came to treade with us! We should export more goods to attract the king's attention. I ordered to haul golden goblets and other goods to the depot.



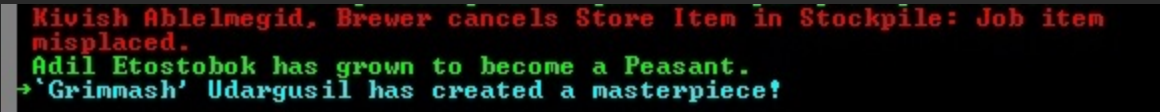
(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard20.jpg.html>)

Before bringing the coins to the depot, Nuckles mixed the golden and the brass ones.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard21.jpg.html)

Grimmash told me tht he had constructed a masterpiece door. Good, now we have two professional masons in our fortress.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard22.jpg.html)

Of course they were exited when we started showing them superiorly made goods! We sold them a lot of stuff, including weapons and pieces ot clothing that we got from the sieges.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard23.jpg.html)

We also started to kill the captured goblins. I gathered all the meelee squads near the cages so they could have some training.



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard24.jpg.html)

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Grimmash** on **December 08, 2013, 01:01:40 pm**

Journal of Grimmash

Summer of 134

It's been a good few years since I stepped down as overseer, but the toll of leading left me rather isolated from my brothers for a good long while. I focused on my family, and my craft. Well, I focused on my new craft of stoneworking, as due to the endless sieges and invasions, others have decided that many of our livestock is more valuable in our bellies as meat, instead of in the pastures providing milk. I'll have to speak to Montior or whoever is in charge now about that. I never asked for much after my time as leader, and I gave up many of my belongings, so perhaps they will allow me a small pasture and workshop to call my own?

That said, the fortress has grown. I am impressed with our other overseers. While I tended to focus on the day-to-day organization as much as possible, they have crafted fortifications, towers and death-traps for our enemies. And I've heard talk of forges in the depths, so we may strive closer to pleasing Armok by using his very blood to fuel our work!

I have also, at long last, managed to find something in my work to be proud of. The Will of Armok reached down, and possessed me. I cannot clearly recall what happened, but at the end I found myself standing before a door of almost unparalleled beauty. Perhaps Monitor will place it somewhere to cheer up our brothers?

I have one more sad bit of news to relate Journal. While I never was terribly close to AseaHeru, I felt our voyage to Chamberdrums gave us bond unlike others in the fort, and I was saddened to learn that he fell while trying to save some of our brothers during a siege. It saddens my heart. I may look into some small memorial for him, if I ever get the chance. Monitor has said we may be passing the leadership of the fortress to past leaders who helped us stay alive. If I am chosen I will try to ensure our fallen are honored in a way befitting Armok's Chosen. I also feel that we must find a way to improve our standing in the eyes of the Mountainhome, if we are ever to enact our plan.

It pleases me to provide a safe place for our brothers, but justice still remains to be served. Perhaps it is nearing time for me to leave my humble work once again and help guide Chamberdrums towards our ultimate goal.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 09, 2013, 01:17:06 pm**

From the personal log of Monitor Lizard, overseer:

While sorting the trinkets that we were selling to the humans I found an exeptionally made statuette of Nuckles! Maybe I should show him this one before tossing it into traide.

(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard26.jpg.html>)

This is a masterful diorite crown created by 'Monitor Lizard' Alathkokeb Ekurraz Astesh.

```

Alpeth: Greetings.  The craftsdfwarfship of the dwarves is unparalleled.
Let's make a deal!

Alpeth seems ecstatic with the trading.

Nesimanthath
<yak cheese [5l]          50* 6f [T]
<pig cheese [5l]         50* 6f [T]
<water buffalo chees    50* 6f [T]
<cow cheese [5l]        50* 6f [T]
<pig cheese [5l]         50* 6f
<reindeer cheese [5l]    50* 6f
<kangaroo cheese [5l]    50* 6f
<reindeer cheese [5l]    50* 6f
<kangaroo cheese [5l]    50* 6f
<kangaroo cheese [5l]    50* 6f
<water buffalo chees    50* 6f
<donkey cheese [5l]      50* 6f
<sheep cheese [5l]       50* 6f

v: View good, Enter: Mark for trade
s: Seize marked, t: Trade

Trader Profit: 773*      Value: 6266*

Mafolasdug
<large troll fur lef     26* <1f
<large goose leather     8* <1f
<large horse leather     5* <1f
<large eagle leather     8* <1f
X(sheep wool robe)X      36* 2f
X(alpaca wool dress)     35* 1f
<+<gremlin leather l    48* <1f
x<aardvark leather d     23* 1f
<-oaken splint->         20* 1f
<alpaca wool quiver>     20* 1f
<alpaca wool rope>       30* 2f
<-<-bronze toy axe->     520* 8f [T]
<Finished Goods Bin      612* 27f

v: View good, Enter: Mark for trade
o: Offer marked to Nesimanthath

Value: 7039*      Allowed Weight: 45721f

```

(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard28.jpg.html>)

Ushat Delethcilob, Planter cancels Plant Seeds: Needs pig tail seeds.
→The merchants from Nesimanthath have embarked on their journey.
Stukos Umriloddod, Engraver cancels Plant Seeds: Needs wild strawberry seeds.

(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard30.jpg.html>)

Post by: **Grim Portent** on **December 09, 2013, 01:47:55 pm**

Journal of Grim, Broker and Marksdwarf of Chamberdrums

I have noticed a most unusual change in the temperament here at the fort. While once the others displayed naught but aggression towards the traders that arrived at our walls now they are positively welcoming. This may have something to do with the sheer wealth we have acquired and how close we are to completing our plan of vengeance against his majesty.

This wealth has of course attracted more than mere traders. A large number of goblins and trolls have been throwing themselves at us in recent months. So far all have been sent to a glorious death, whether by bolt or by blade, or fled like the cowardly victims they are.

Post by: **Grimmash** on **December 09, 2013, 03:14:08 pm**

Lock that cheese up! First level trap room and deconstruct the bridge if you must!

...Well, it might not be that important, but, y'know... CHEESALANCHE!

Dammit, now i am thinking about how to make !!Cheese!! part of the plot.

Post by: **Ruhn** on **December 09, 2013, 07:05:18 pm**

lol, I saw that figurine too.

"Those stupid humans couldn't tell the counterfeit coins from the real ones! Their big heads must be really empty inside."

Does someone have good blueprints for dumping all the ore down to the magma forges? With all the caverns in the way, there may not be a direct route all the way down.

Post by: **Grim Portent** on **December 09, 2013, 07:07:44 pm**

I'm sure we can sacrifice a few masons to the cavern beasts in order to build a suitable chute. The hard part is keeping people from getting crushed when we fling stuff down it.

Post by: **Ruhn** on **December 09, 2013, 07:11:39 pm**

Quote from: Grim Portent on December 09, 2013, 07:07:44 pm

I'm sure we can sacrifice a few masons to the cavern beasts in order to build a suitable chute. The hard part is keeping people from getting crushed when we fling stuff down it.

Exactly. Our metal workers aren't very skilled yet, but I would still hate to lose them. Some kind of manual dumping system using bridges may be required to preserve their health.

Post by: **Grimmash** on **December 09, 2013, 09:18:23 pm**

One way:

Build a small stockpile that has a minecart stop drawing from the stockpile, and dumping into a hole that drops all the way to the forges.

Put a door on it that you can lock, prevent access. At the bottom of the shaft, build a one tile stockpile under the drop. Put it behind a lockable door. When you want to drop ore, lock the bottom door and open the top door. When you want to smelt, lock the top door and open the bottom one. It takes a little management, but it'll work.

The second way is a much more complicated one-way mine shaft with carts delivering ore, and impulse ramps to bring the minecart up a second track, but you can probably make it less accidentally deadly. It will take a hell of a lot more work to do that.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 10, 2013, 12:33:13 pm**

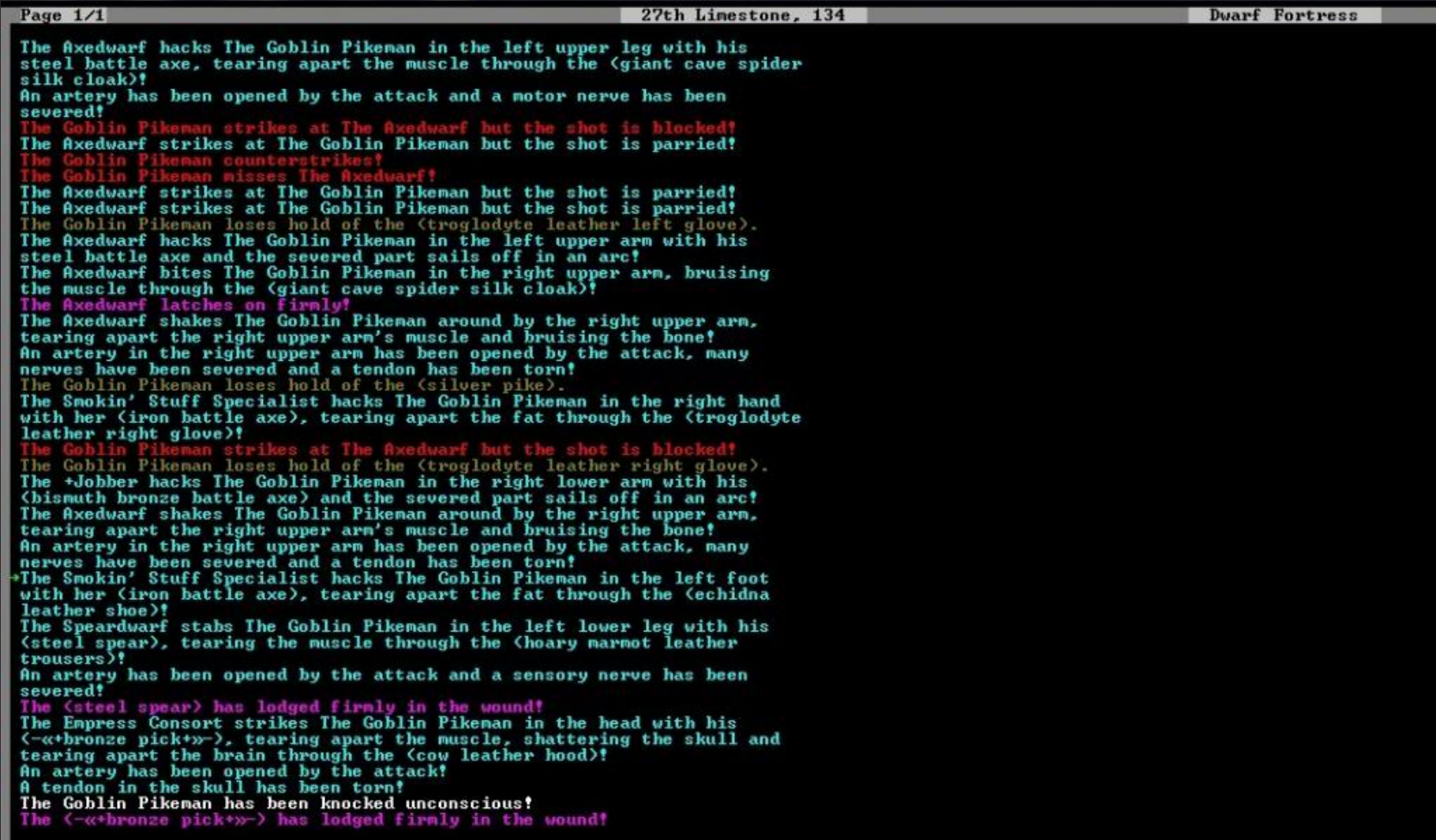
From the personal log of Monitor Lizard, overseer:

When a group of a dwarven fighters entered the room, the training began. The doors were closed, and then somedwarf pulled the lever to release the caged undead. After a quick fight, the second lever was also pulled to toss a captured pikegoblin into the battle.



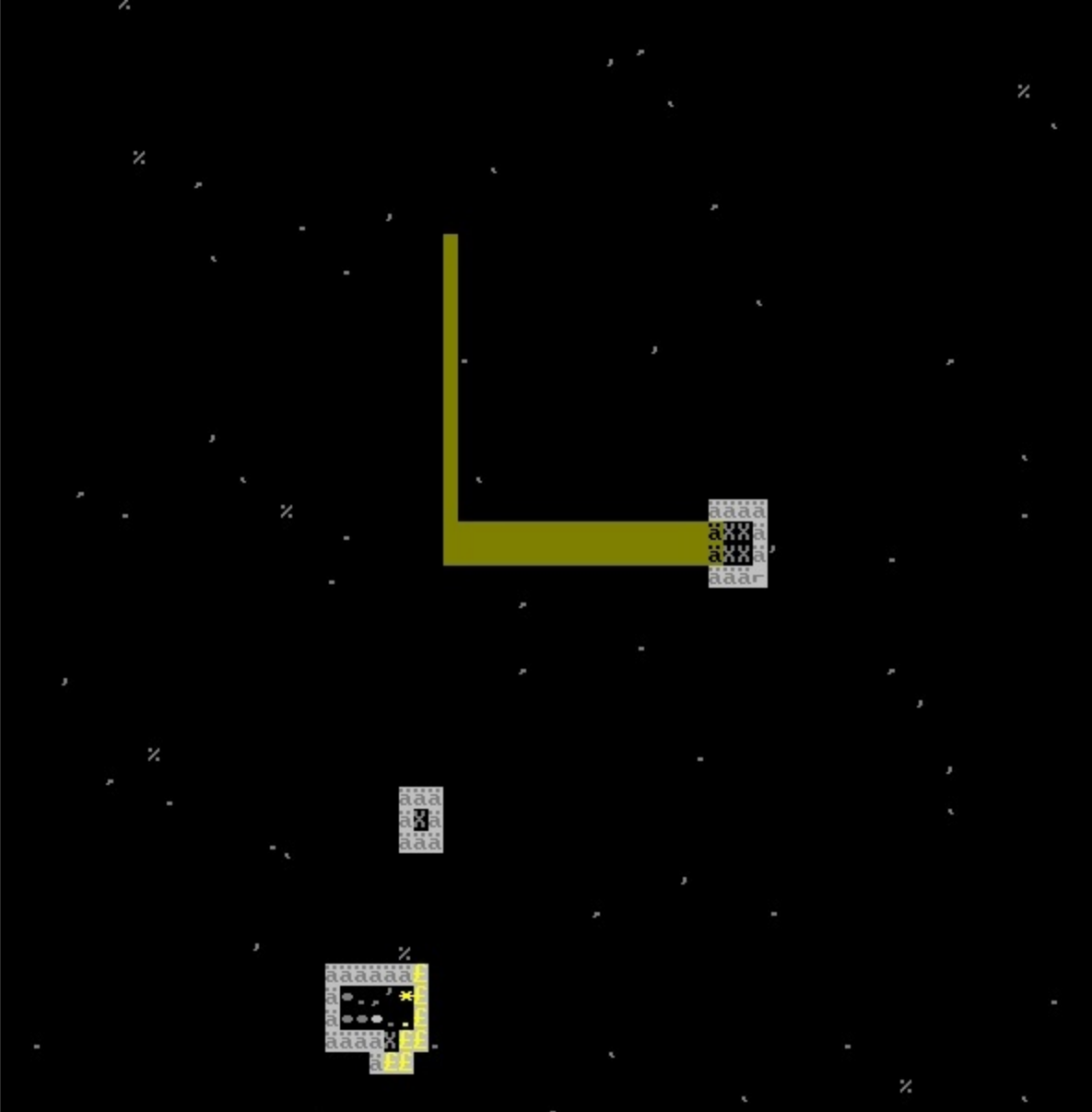
(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard30-1.jpg.html>)

The militia members easily dealt with the enemies. Nuckles, RoughRogue and FireCrazy fought alongside each other, and soon the fighters finished the captured invaders.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard32.jpg.html>)

A while ago, Grim, Nukes, Grimmash and I discussed a new building project - a long shaft towards the magma sea level, which could be used for dumping the ores to the magma forge. Thinking about this, I noticed that my friends were wearing tatters. No wonder - after all those sieges we still haven't organised a clothes production.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard33.jpg.html>)

There are some more issues to deal with. For example, what are the levers near the dining hall for? I should ask the previous overseers about that.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard34.jpg.html>)

OOC note: So, basically, I decided to dig a vertical mineshaft to dump the ore directly to the magma smelter. By the way, Grimmash, do you remember the purpose of every lever in the room near the dining hall?

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Ruhn** on **December 10, 2013, 12:55:04 pm**

OOC: All of the levers at the dining hall should still have the (N)otes on them. One lever is dangerous and will activate the "waterfall" which dumps down the underground farm staircase.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Grimmash** on **December 10, 2013, 01:30:57 pm**

What Rhun said. I labeled every lever in the fort at the end of my turn. But off the top of my head? The southern levers are for the entry bridges, the mid levers for the entry corridor, the top levers for the depot. At that point, we had archers attacking and I wanted raising bridges, and it was faster to just add as opposed to rebuild. I also had a lot of fun putting the very front bridge on repeat, as it crushed and launched a bunch of gobbos. There was no roof at that point.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 10, 2013, 02:03:31 pm**

Edit: I fixed the update. Had actually posted one of the pictures twice and forgot to post another one.

Quote from: Ruhn on December 10, 2013, 12:55:04 pm

OOC: All of the levers at the dining hall should still have the (N)otes on them. One lever is dangerous and will activate the "waterfall" which dumps down the underground farm staircase.

Yeah, that... I was going to expand on that one, but I didn't get the chance. Expand in a good way, not in a "flood the whole fort" way.

From the personal log of Monitor Lizard, overseer:

In the middle of the autumn some kid claimed a craftsdwarfs shop and started hauling materials in it. Now he sits there, waiting for something. What does he need? Propably silk cloth, although I'm not really sure.

ùshrir Lolokstakud, +Jobber cancels Plant Seeds: Needs wild strawberry seeds.
Urdim Iithlethfikod, Planter cancels Plant Seeds: Needs prickle berry seeds.
→Aban Kuletinal, Dwarven Child withdraws from society...

(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard35.jpg.html)

While digging the ore-dumping tunnel, the miner found some sphalerite. Now we have more ores to dig.

Aban Kuletinal, Dwarven Child withdraws from society...
Aban Kuletinal has claimed a Craftsdwarf's Workshop.
→You have struck sphalerite!

(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard36.jpg.html)

WHAT DO YOU WANT NOW, BLOODSUCKER? WHAT DO YOU MEAN "EXPORT OF CROWNS IS PROHIBITED"? NEXT TIME I'LL JUST SHOOT YOU IN THE FACE!

Olon Rabushat, "Olon Rabushat", bloodsucker

Owned Objects:14

Holdings:

Throne Room

Fine Quarters

Fine Dining Room

2 Chests

1 Cabinet

1 Weapon Rack

1 Arnor Stand

Needs: Decent Office

Needs: Decent Quarters

Needs: Decent Dining Room

Needs: 2 Chests

Needs: 1 Cabinet

Needs: 1 Weapon Rack

Needs: 1 Armor Stand

Demands:

trifle pewter armor stand in Throne Room/Office

Mandates:

Export of crowns Prohibited

Set Follow Hotkey <F1 etc.>:None

Enter: Thoughts and preferences

h: Health

r: Relationships

y: Custonize

(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard37.jpg.html)

Recently two miners, who decided to dig channels under themselves, fell into the ore shaft and died. Despite this terrible news, the tunnel was finished, and a cover bridge is now under construction.

Page 1/15th Timber, 134Dwarf Fortress

Urdim Iithlethfikod, Planter cancels Plant Seeds: Needs prickle berry seeds.

Aban Kuletinal, Dwarven Child withdraws from society...

Aban Kuletinal has claimed a Craftsdwarf's Workshop.

You have struck sphalerite!

You have struck sphalerite!

Kib Likotsefol, Planter cancels Plant Seeds: Needs prickle berry seeds.

Ushat Delethciloh, Planter cancels Plant Seeds: Needs plump helmet spawn.

Zas Neciksazir, Furnace Operator cancels Melt a Metal Object: Needs melt-designated item.

Zas Neciksazir, Furnace Operator cancels Melt a Metal Object: Needs melt-designated item.

Zas Neciksazir, Furnace Operator cancels Melt a Metal Object: Needs melt-designated item.

Olon Rabushat, bloodsucker has imposed a ban on certain exports.

You have struck sphalerite!

You have struck cherry opal!

Nil Cilobnonub, Bone Carver has grown attached to a llama bone crossbow!

You have struck hornblende!

Asob Shemiseth, Clothier cancels Store Item in Stockpile: Job item misplaced.

The Dwarven child Deler Gusilnat has organized a party at gold Statue.

Kib Likotsefol, Planter cancels Plant Seeds: Needs plump helmet spawn.

Kib Likotsefol, Planter cancels Plant Seeds: Needs Longland grass seeds.

Tosid Gikenavuz, Glazer has died after colliding with an obstacle.

→Ducim Besmaridash, Miner cancels Dig: Too injured.

Ducim Besmaridash, Miner has died after colliding with an obstacle.

(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard38.jpg.html)

That was bloody. They should be given a proper burial and memorials.

Tosid Gikenavuz's head
Tosid Gikenavuz's right upper arm
Tosid Gikenavuz's left upper arm
Tosid Gikenavuz's right upper leg
Tosid Gikenavuz's left upper leg
Tosid Gikenavuz's mutilated corpse
Ducim Besmaridash's head
Ducim Besmaridash's right upper arm
Ducim Besmaridash's left upper arm
Ducim Besmaridash's right upper leg
Ducim Besmaridash's left upper leg
Ducim Besmaridash's mutilated corpse
Stone Stockpile #8?
gabbro Cavern Floor

(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard39.jpg.html)

A ghost is said to be wandering our halls! We need more memorials to be constructed.

Asmel Igathdodok, Miner

Kel Rakustangen, outpost liaison

Tholtig Dolushmorul, Ghostly Engineer

Otub, Forgotten Beast

Diplonat

Diplonat

Undead

Uninvited Guest

(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard40.jpg.html)

A dwarven caravan arrived! And, with them, some leatherworker who claims that he's a diplomat.

Stukos Atirmishos, Planter cancels Plant Seeds: Needs Longland grass seeds.
The Leatherworker Dastot Melbilkegeth from Gebardomas has arrived.
→A caravan from Gebardomas has arrived.

It's much harder to deceiv~~ee~~e dwarves using counterfight coins, but our broker's a professional. It won't be difficult for him to toss those coins into trading withought the traders noticing it.

The Wealth of Mafolasdug			
neat	7	138	gold coins [2000]
fish	None	150	brass coins [2500]
raw fish	None		
egg	None		
plants	664	150	
prepared meals	725		
cheese	12	201	
powder	139	113	
drinks	700	250	
leaves	None		
liquid	133	130	
glob	496		
seeds	1581	307	
weapons	388	55	
ammunition	844	435	
armor	1207	70	
legwear	519	30	
headwear	732	46	
handwear	1256	106	
footwear	1450	90	
shields/bucklers	91	20	
backpacks	26	14	
quivers	35	7	
anvils	1	13	
armor stands	2	3	
weapon racks	1	6	
cabinets	None	57	
doors	1	260	
floodgates	2	2	
beds	9	173	
thrones	None	150	
tables	None	113	
coffins	None	110	
statues	None	7	
slabs	2	14	
tanned hides	22		
cloth	845		
thread	175	34	
logs	204	1	
stones	1667	466	
rough gems	66	7	
bars	201	70	
cut gems	106	7	
large gems	None	14	
coins	4500		
blocks	59	642	
small tame animals	None		
small live animals	None		
pipe section	None		
hatch covers	1	12	
grates	None		
querns	None	1	
millstones	None		
windows	None		
animal traps	None		
chains	15	30	
cages	25	36	
boxes and bags	114	147	
bins	102	3	
barrels	111	41	
buckets	26	16	
mechanisms	12	186	
trap components	2	15	
flasks	15	14	
goblets	34		
toys	2	7	
tools	508	10	

Yep, more gold. This place is already full of it.

Stukos Atirmishos, Planter cancels Plant Seeds: Needs Longland grass seeds.
Tulon Rakustlemis, Planter cancels Plant Seeds: Needs wild strawberry seeds.
→You have struck native gold!

Instead of traiding with the caravan, Grim decided to have an archery training. How typical of him. Great, now I have to assign some random dwarf for trading.

Dwarf Fortress		Idlers: 2
		<p>g: Move Goods to/from Depot t: Trade</p> <p>r: Trader requested at depot b: Only broker may trade</p> <p>Broker: Grim' Mintosid Tastroduren, broker Go to Archery Practice Broker can access depot</p> <p>x: Remove Building ESC: Done</p>

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **FireCrazy** on **December 13, 2013, 10:09:37 am**

Oh hey, I'm still alive, even when im using a weapon that is used for mining. Interesting.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Grim Portent** on **December 13, 2013, 11:01:34 am**

Journal of Grim, Broker and Marksdwaf of Chamberdrums

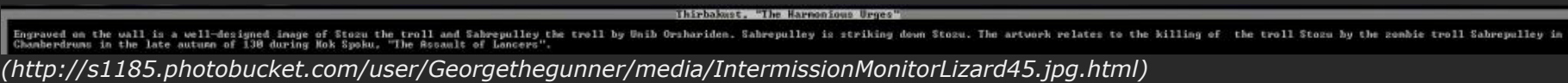
I was asked to suspend my training and barter with our visitors. Foolish, unnecessary and pointless. Do we not have weapons? Do we not

have bolts and blades with which to take what we want? I consider it a needless expense to **buy** things. We have grown since arriving here. We are wealthy, powerful. Armies flee before us and many have come to taste of out wealth. Why demean ourselves like common muck and trade with lowly merchants. Negotiation... is for the weak.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 13, 2013, 02:40:07 pm**

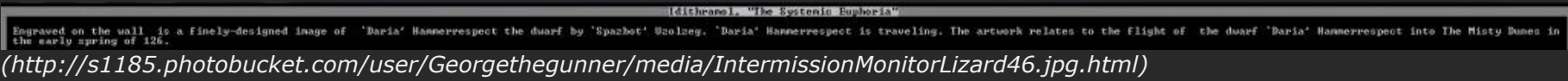
From the personal log of Monitor Lizard, overseer:

As the smoothworks are still going, I decided to admire the most remarkbe of the new engraving. Here's a picture of a dead troll striking down a troll. Yeah.



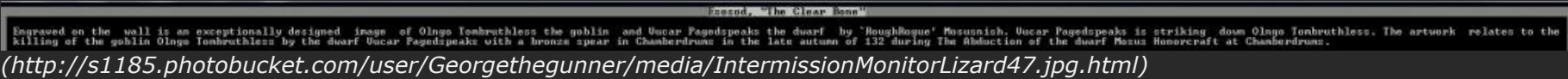
(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard45.jpg.html>)

I also found a well-made enraving of Daria by Spazbot:



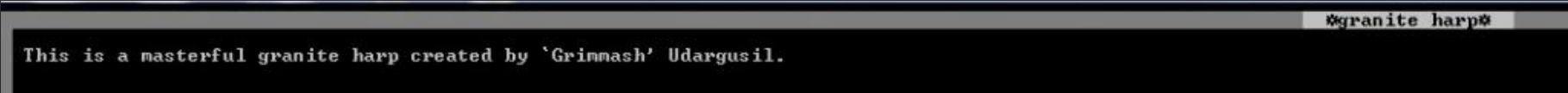
(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard46.jpg.html>)

Here's a picture of a dwarven soldier protecting the children from a goblin snatcher. Later that day, I found said bronze spear in one of the bins. Simple yet gorgeous weapon.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard47.jpg.html>)

Grimmash constructed a very nice granite harp recently. A masterpiece, I say.



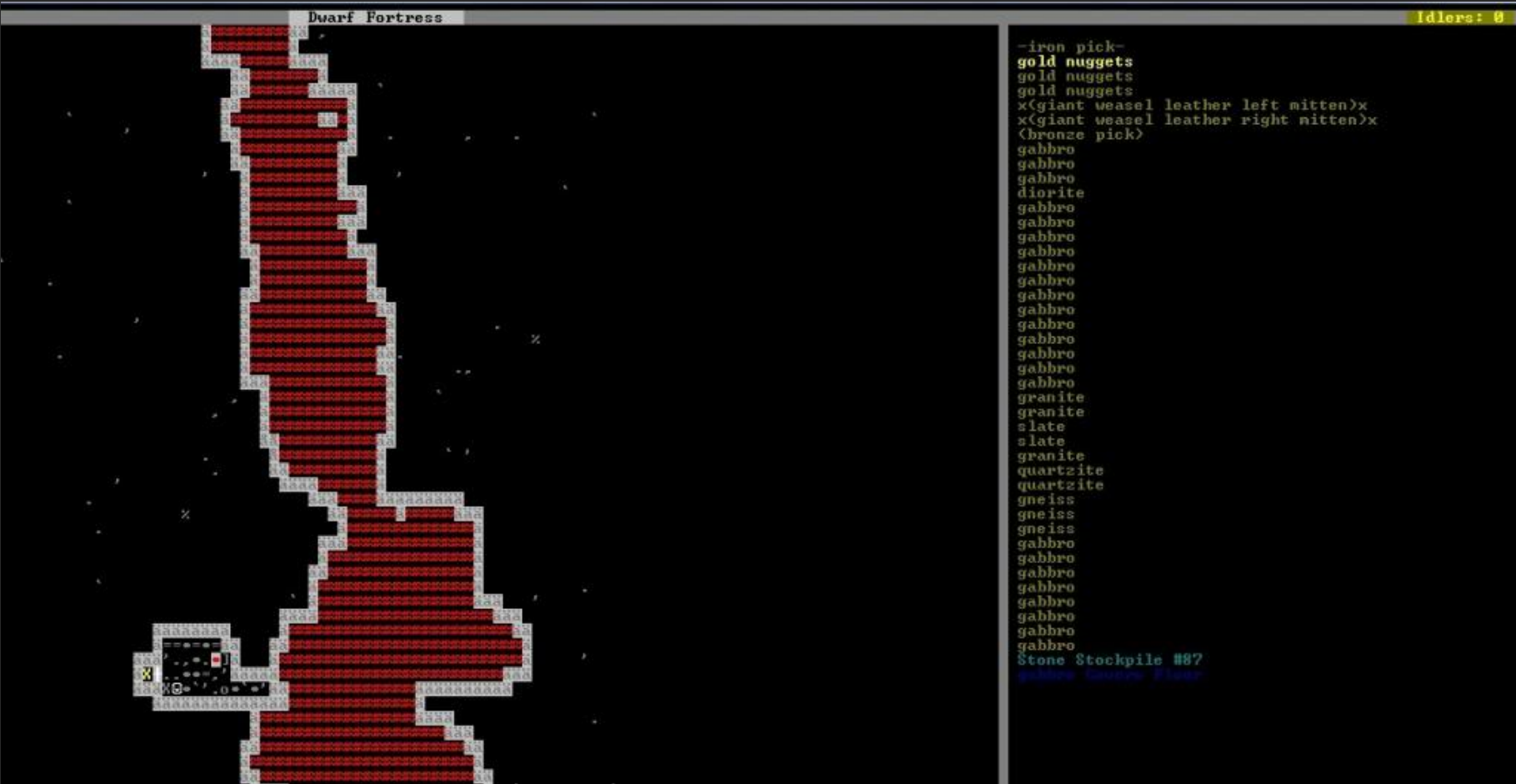
(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard48.jpg.html>)

The traders have brought a great large amount of cheese with them. I bought every bit of it.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard50.jpg.html>)

It worked! Now we can dump ore staight to the magma smelter!



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard51.jpg.html>)

It's time for massive ore transportation! Let's move that native gold boulders!



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard52.jpg.html>)

We found adamantine! It might be rather hard to dig straight to it though.



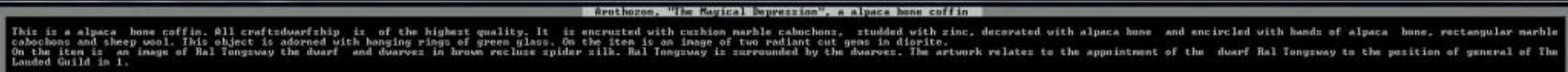
(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard53.jpg.html>)

What is this kid doing? He brought tons of stuff to the crafts dwarf shop and started a construction of some sort.



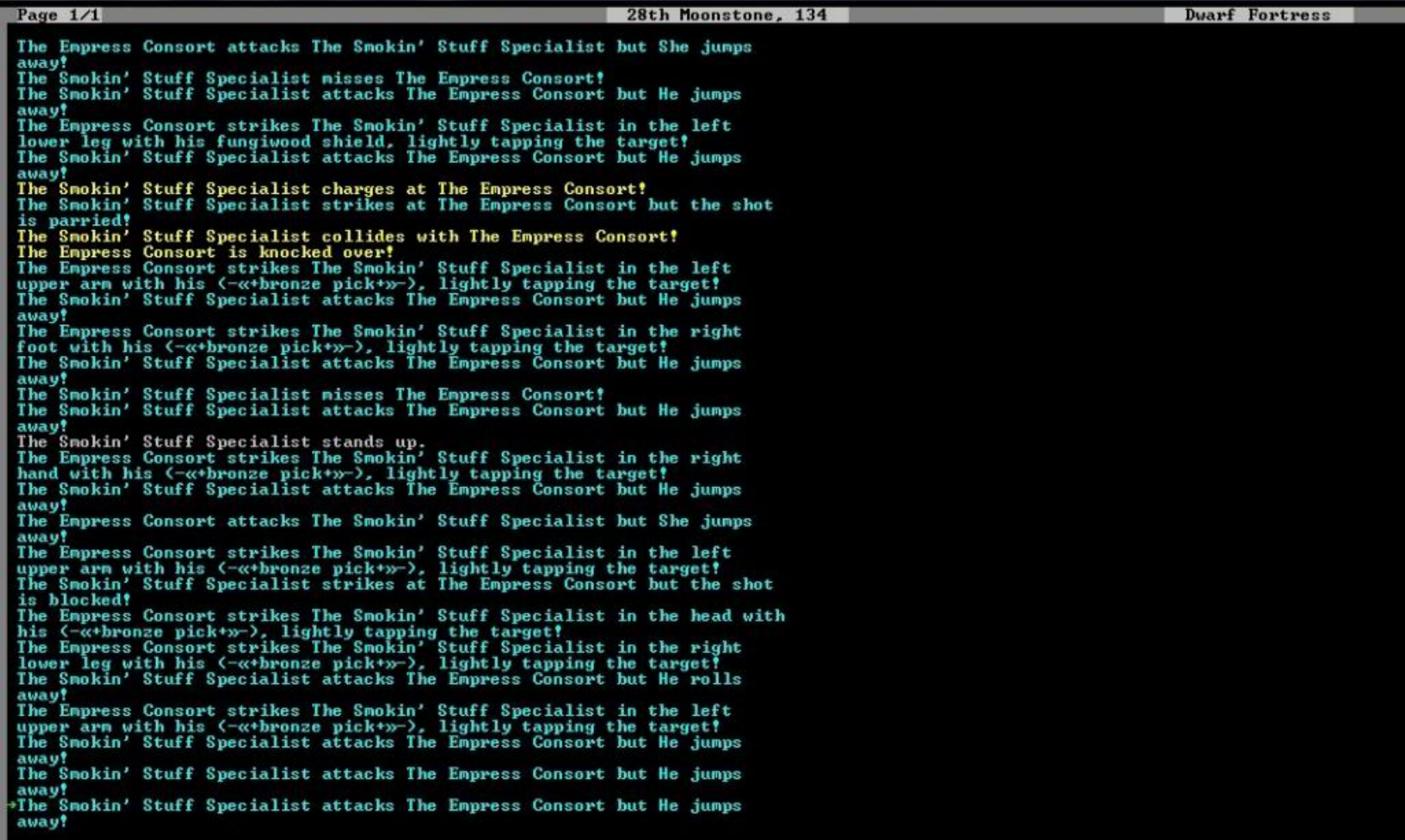
(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard54.jpg.html>)

He made an artifact bone coffin. Here's the description of it:



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard55.jpg.html>)

I decided that the militia should have some training. Firecrazy and RoughRogue had a sparring session recently.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard56.jpg.html>)

What!?! F**k, one of the miners dug into a cavern lake and flooded the tunnels. The magma smelter is now submerged. At least, the ore stockpile is still accessible.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard57.jpg.html>)

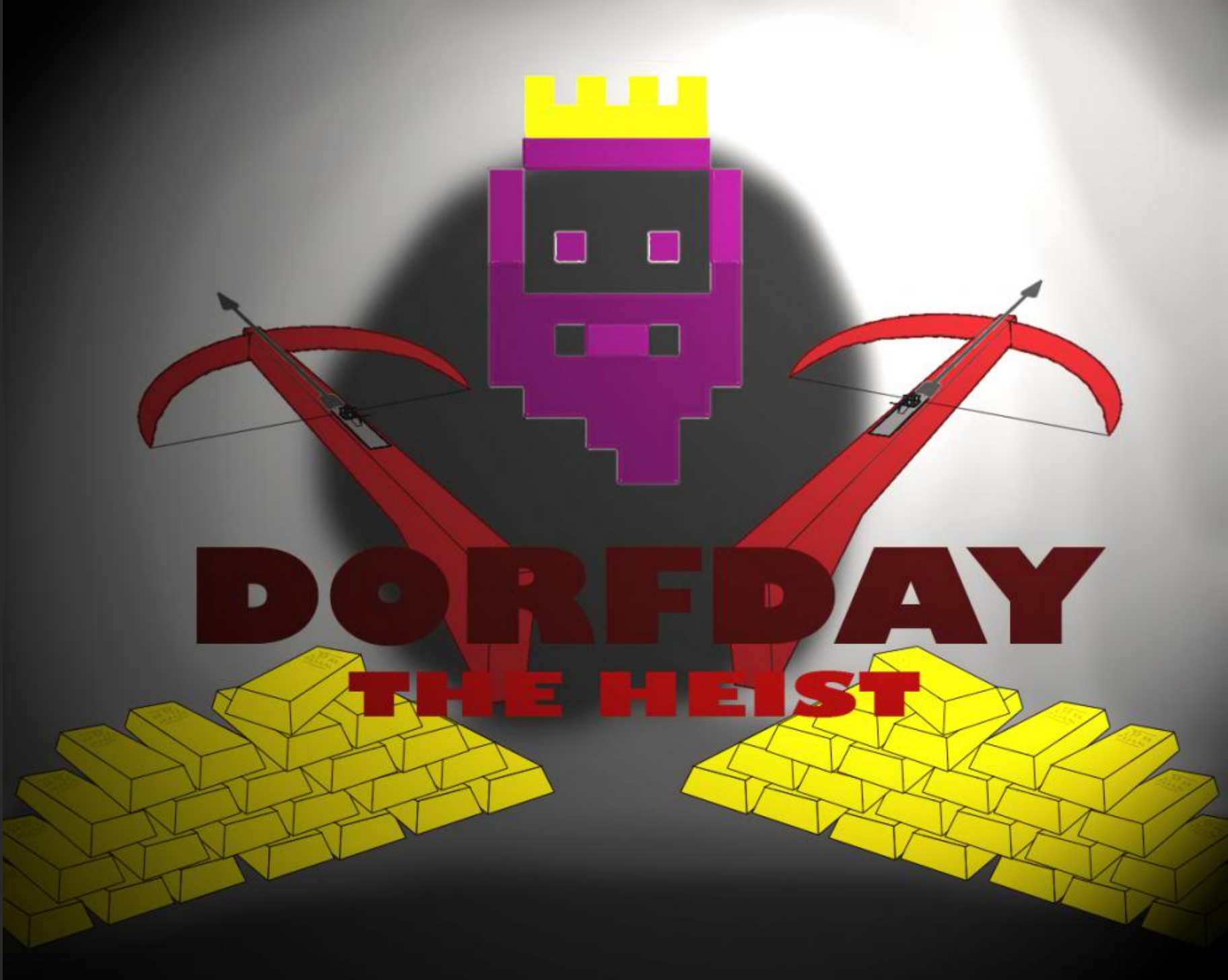
Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Ruhn** on **December 13, 2013, 07:11:57 pm**

Personal Diary of Nuckles

I was in between projects today, and was hanging out with a couple of the miners. We smoked a lot of that nasty Rat Weed but a call came in and then they had to get back to work. Not a bad day overall.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 14, 2013, 04:54:20 am**

I'll finish my turn soon. Here's the logo I made for the Dorfday thread:



(<http://s1185.photobucket.com/user/Georgethegunner/media/DorfdayLogo-1.jpg.html>)

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Timeless Bob** on **December 14, 2013, 06:57:17 am**

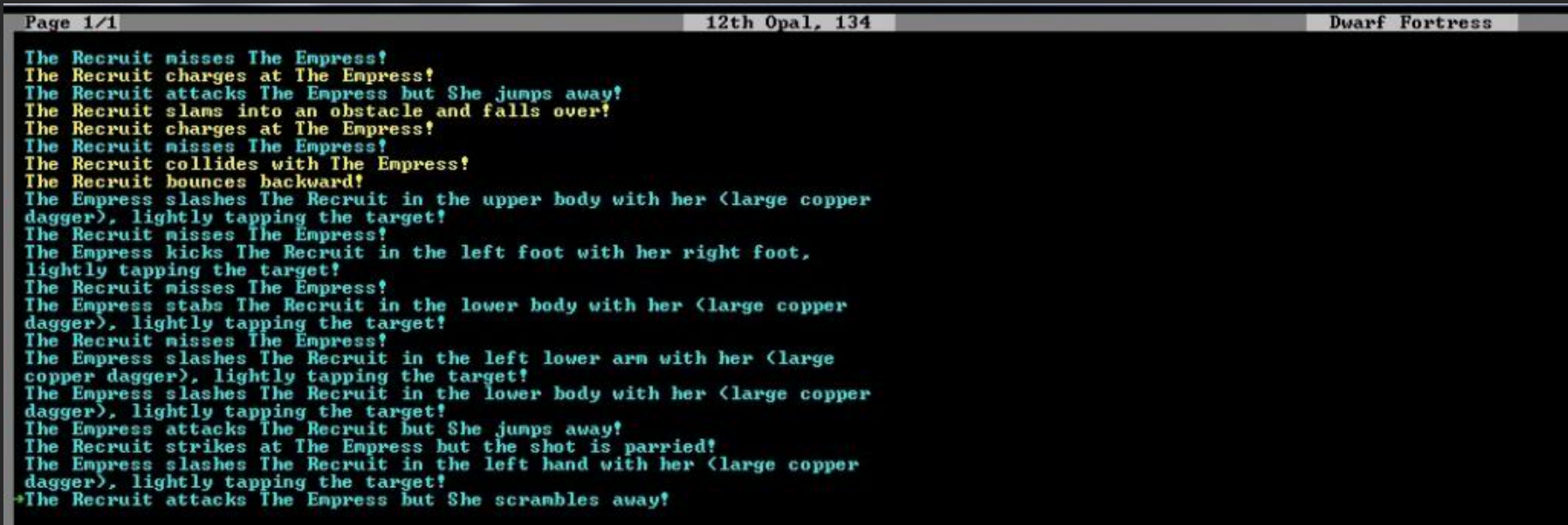
I should set the record straight: I didn't flee into the wild, I was evading capture by law abiding citizens who wanted me to return the three bars of silver I had rightfully stolen. Laws: they ain't healthy for most dwarves, y'know. Besides. The silver was given to a good cause - I scored some wicked poison and a brace of throwing knives with 'em, which helped me quite a bit later that week.

The Empress Daria does not flee.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 17, 2013, 01:02:13 pm**

From the personal log of Monitor Lizard, overseer:

Daria organised a knife training for her squad a few days ago. She showed her impressive skills by sparring with one of the recruits - he cuoldn't even land a single hit.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizardscreen1.jpg.html>)

We need more furniture! Some masterfully-made cabinets will certainly make this place look better.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizardscreen2.jpg.html>)

Somedwarf said that we have a pack of ruthurers roaming the cave under the fortress. What are those things? Firecrazy says they're pretty large, covered with thick fur, and have long tails.

Dwarf Fortress			
Citizens <206>	Pets/Livestock <43>	Others <33>	Dead/Missing <705>
Rutherer			Wild Animal
Rutherer			Wild Animal
Rutherer			Wild Animal
Rutherer			Wild Animal
Rutherer			Wild Animal
Rutherer			Wild Animal

(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizardscreen3.jpg.html>)

One of our engravers claimed a crafts dwarf's shop. I hope he makes something useful.

Page 2/2	13th Obsidian, 134	Dwarf Fortress
Digging designation cancelled: damp stone located. Digging designation cancelled: warn stone located. Digging designation cancelled: warn stone located. erith Baloltar has created a masterpiece! Digging designation cancelled: warn stone located. Path Olinehal, Engraver cancels Detail Floor: Taken by mood. Path Olinehal, Engraver is taken by a fey mood! →Path Olinehal has claimed a Crafts Dwarf's Workshop.		

(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizardscreen4.jpg.html>)

A kobold! As soon as he was discovered, he tried to flee. I ordered everyone to kill him.

Olou Babushat, bloodsucker has ended a mandate. Ineth Astavuz has created a masterpiece! →Thief! Protect the hoard from skulking filth!

(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizardscreen5.jpg.html>)

There's more of them! We managed to strike one down, but the second one ran away.

Dwarf Fortress			
Citizens <206>	Pets/Livestock <44>	Others <19>	Dead/Missing <705>
Sparrow Man			Wild Animal
Sparrow Man			Wild Animal
Sparrow Man			Wild Animal
Sparrow Woman			Wild Animal
Sparrow Woman			Wild Animal
Sparrow Man			Wild Animal
Sparrow Man			Wild Animal
Sparrow Man			Wild Animal
Sparrow Woman			Wild Animal
Sparrow Man			Wild Animal
Flubuguppeedus, Kobold Thief			Hostile
Dikipraylbin, Kobold Thief			Hostile
Rutherer			Wild Animal
Rutherer			Wild Animal
Rutherer			Wild Animal
→Bastat Balthikagath, Leatherworker			Diplomat
Asnel Igathdodok, Miner			Diplomat
Kel Rakustangen, outpost liaison			Diplomat
Dörku, Forgotten Beast			Uninvited Guest

(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizardscreen6.jpg.html>)

We started mining out the adamantine. The crafts dwarfs are now processing it, extracting strands of precious metal.



(<http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizardscreen7.jpg.html>)

Spring has come! My tour of duty has ended, and now it's the time for the crew to choose the next overseer."

So, as you see, Chamberdrums has been doing fine recently. Walls are being smoothed, rooms are being furnished, and we have also started mining the adamantine. Here're some notes to the next overseer:

1. Try trading with every caravan that comes to the fortress.
2. Construct more gold and adamantine stuff to make the fortress richer.
3. The diplomats have been talking with the major, for, like, a long time. I tried redesignating major's roo, but they are still conducting meeting.
4. We have plenty of blocks, so you can make more roads to attract the king. Kings love roads.
5. If possible, continue assigning dining rooms to the dwarves.

Here's the save:
<http://dff.d.wimbli.com/file.php?id=8220>

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Grimmash** on **December 17, 2013, 03:25:21 pm**

I am next on the roster, but i will be traveling until the weekend. So, I can pick up the turn then, or just move me down in the order for round two.

Sorry for the inconvenience!

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Ruhn** on **December 17, 2013, 08:50:21 pm**

Personal Diary of Nuckles

They returned. Those slimy dog-faced yellow-gut kobolds came back. Nasty things were spotted picking more of my locks!! Those scum-suckers are the worst kind of disease. Lucky for us a siege wasn't here, but it could be just over the hill.

Now, there isn't anything wrong with lock-picking, since I do it myself. Nothing wrong with some breaking and entering, but they did it in the middle of battle and caused all that death. I'm sure those crooked-tooth cream-paws will try to do it again too. We got no choice but to club them in the head and dump 'em in the refuse pile.

--- ---
OOC: That meeting was happening back during my entire turn too. There must be some glitch, maybe we should find a way for the mayor and diplomat to have an "accident". Some goblins or zombies could get loose in the room. Then a new mayor might be able to actually get something done.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **4maskwolf** on **December 17, 2013, 08:56:49 pm**

I think it has something to do with the mayor being assigned a burrow. I don't know.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 18, 2013, 03:14:57 am**

Anyone willing to take a turn? According to the roster, it's 4maskwolf's turn now, but, if he is busy, everyone may go for it.

About the mayor - I tried appointing another mayor, and it gave me a message that the diplomat had left unhappy. I crashed the game and loaded the save, but maybe we should do it so that diplomat would leave. We have two other diplomats wandering around.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **4maskwolf** on **December 18, 2013, 09:21:39 am**

RUHN!!!! IT'S YOUR TURN!!!!

Sorry all, I'll take my turn later, Steelhold is going to take a LOT of time from me. Damn Machiavellian plots.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **RoughRogue** on **December 18, 2013, 09:05:11 pm**

Should I get another turn? Won't Chamberdrums collapse under such a weird overseer?

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **MDFification** on **December 18, 2013, 09:14:50 pm**

Quote from: 4maskwolf on December 18, 2013, 09:21:39 am

RUHN!!!! IT'S YOUR TURN!!!!

Sorry all, I'll take my turn later, Steelhold is going to take a LOT of time from me. Damn Machiavellian plots.

We try too hard.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 19, 2013, 03:30:27 am**

Quote from: RoughRogue on December 18, 2013, 09:05:11 pm

Should I get another turn? Won't Chamberdrums collapse under such a weird overseer?

If you are willing, you can have another turn right now. Just let us know if you start playing.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **RoughRogue** on **December 19, 2013, 06:11:33 am**

Right now? Uh, I'm currently away from my PC for two weeks, and playing DF via cellphone is too weird even for me. So I can only join the game in Jan 4th, excusez-moi.

RoughRogue has been unhappy lately. He complained for a long work session lately. He missed a turn lately.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Ruhn** on **December 19, 2013, 12:29:27 pm**

Quote from: 4maskwolf on December 18, 2013, 09:21:39 am

RUHN!!!! IT'S YOUR TURN!!!!

Sorry all, I'll take my turn later, Steelhold is going to take a LOT of time from me. Damn Machiavellian plots.

Sure, I'm available if everyone else is busy.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 19, 2013, 01:41:18 pm**

Quote from: Ruhn on December 19, 2013, 12:29:27 pm

Quote from: 4maskwolf on December 18, 2013, 09:21:39 am

RUHN!!!! IT'S YOUR TURN!!!!

Sorry all, I'll take my turn later, Steelhold is going to take a LOT of time from me. Damn Machiavellian plots.

Sure, I'm available if everyone else is busy.

Glad to hear this. It seems that everyone else is busy. You can have your turn right now.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Grimmash** on **December 19, 2013, 06:01:27 pm**

I can take my turn after Ruhn. Defense defended!

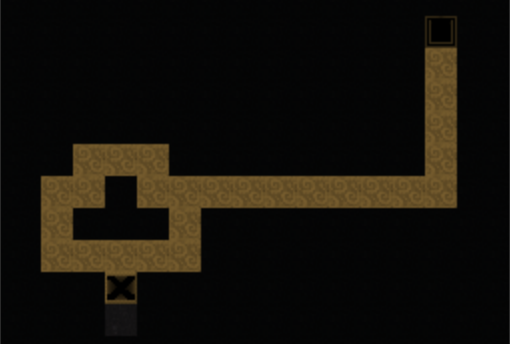
Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Ruhn** on **December 19, 2013, 10:25:02 pm**

Personal Diary of Nuckles

1 Granite, 135
Lizard called a meeting today. This year we decided who would be leader by drawing names from one of Cyatica's rock pots. To my surprise, it is my turn again already. I'm not too happy about it, but far worse things have happened in my life than running this hideout.

I decided to go down and see how the magma forge setup turned out. Seems like the place is under water right now, but a little machinery can fix that. First thing I'm gonna do is have FireCrazy do a cave-in and plug that hole.

4 Granite
We worked out a plan for the cave-in. The plug looks like a shape from a puzzle game I played as a dwarfling.
Spoiler (click to show/hide)



25 Granite
I've been hearing somedwarf yelling for various supplies in a craft workshop for weeks now. Well today he finally shut up and got to work. It's a good thing too, because he's Maskwolf's younger brother. Armok knows that she would have flipped her shit and started shooting people if we didn't give him all the loot he needed for whatever this project is.
[Spoiler](#) (click to show/hide)

Relationships of the Engraver Fath Olinebal		
Goden Zuglaredtul		Older Brother
Monom Kelelik		Older Brother
Reg Nazomkel		Older Sister
Alāth Berbiban		Older Sister
Libash Othlestushat		Older Sister
Goden Ustanlimul		Older Sister
`Maskwolf' Loloramost, militia captain		Older Sister
Rith Uthmiklor		Older Sister
Zefon Kizbizsakzul		Older Sister

--- ---
OOC: Should we just stockpile the adamantine for now and wait for our smiths to level up some more? We are a little low on charcoal so the metal industry will be on pause for a little while.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **4maskwolf** on **December 19, 2013, 10:35:46 pm**

Wait what? The magma forges were under water?

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **December 20, 2013, 04:08:21 am**

Nice job on that cave-in project, Ruhn! :) Now we have to wait until the tunnel dries up. Or can we pump it into the magma?

I suppose we should move raw adamantine to the higher sections of the fortress and keep extracting strands.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Ruhn** on **December 20, 2013, 08:57:04 am**

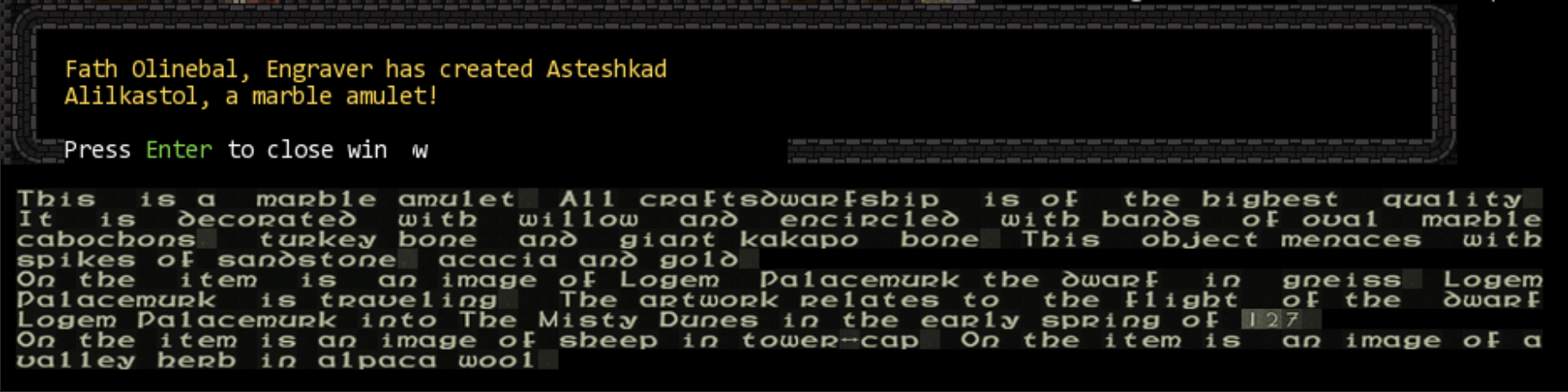
Plug #1 should be ready to drop in a month or two, I'm trying to be careful with the channeling so we don't lose miners. Then we will pump all this water back into the cavern lake.

With water so close, I do plan to pump some into the magma so we can get the adamantine at the edges. 8)

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Ruhn** on **December 20, 2013, 11:12:14 pm**

Personal Diary of Nuckles

2 Slate
There has been some kind of a baby boom, I lost count of how many have been born lately, seems like a lot. And that Artifact was completed, it's an amulet worth something like 50,000 according to Grim.
[Spoiler](#) (click to show/hide)



6 Slate
A couple years back I thought it would be nice to have a new well since the current one is kinda muddy. So I got together with FireCrazy and laid plans for a new well next to the booze stockpile. That way we can sober up real quick in case of emergency. That cold water really works wonders!!
[Spoiler](#) (click to show/hide)

11 Slate
My cloak is starting to get worn out, so I was down at the stockpile to get a new one. It's no surprise that the place was totally empty. I thought those complaints were just from a bad high, but we really do need some more clothes in this place.
[Spoiler](#) (click to show/hide)


```
`Nuckles' Zulbanetur, militia commander
🛡️`Nuckles' Bannerboulder

(bismuth bronze high boot)
(blue peafowl leather left glove)
(steel left gauntlet)
(blue peafowl leather right glove)
(steel right gauntlet)
x(water buffalo leather hood)x
x(pig tail fiber cloak)x
```

Looking at the journal here we've got 600 rolls of cloth, so I'm going to put in a lot of orders for some stylin' new outfits.
[Spoiler](#) (click to show/hide)

Work Orders	Left	Validated
Construct rock Door	6 / 10	🟢
Construct rock Blocks	20 / 20	❌
Make Charcoal	20 / 20	❌
Dye Cloth	20 / 20	❌
Make cloth dress	20 / 20	❌
Make cloth tunic	20 / 20	❌
Make cloth sock	30 / 30	❌
Make cloth robe	20 / 20	❌
Make cloth cap	10 / 10	❌
Make cloth cloak	20 / 20	❌

20 Slate
I've been trying to track down our Manager Ezum for a week now to see how the new clothes are coming. When I got to his desk all I found is a bunch of unsigned paperwork. Even a hideout like ours needs to have responsible dwarfs in charge. This ain't no part-time-job.

So after looking around for a while I found him smoothing out some floors. I asked about the work orders and he said there was some more mining that had to be done next... seems like this guy doesn't know what a MANAGER is supposed to be doing.

22 Slate
Today Obok "the Bulbous Sickness" made a little ceremony in the barracks. He was showing off with his axe and telling stories about all the goblins he's iced. I was fairly impressed to be honest, that dwarf is legit.
[Spoiler](#) (click to show/hide)

Obok Sazirod Gubelngumrash, +Jobber has bestowed the name Ramolumid upon a bismuth bronze battle axe!

Ramolumid, "The Euphoric Fall", a bismuth bronze battle axe

This is a bismuth bronze battle axe

Thirteen Notable Kills

Twilightsnails the zombie savanna titan ⚔️ 130
a yak cow ⚔️ 132
Awthear Authorprestige the human ⚔️ 132
Suque Slingmonger the human ⚔️ 132
Xim Judgestrays the human ⚔️ 132
Spreadchilled the zombie goblin ⚔️ 133
Mustyfeed the zombie human ⚔️ 133
Beardrinkers the zombie goblin ⚔️ 133
Largetests the zombie goblin ⚔️ 133
Led Pageskunk the dwarf ⚔️ 134
Atu Dreamspoisons the goblin ⚔️ 134
Snang Cursemarked the goblin ⚔️ 134
Usbu the troll ⚔️ 134

Four Other Kills

One kangaroo doe (🐨) in Chamberdrums
Three zombie goblins (👹) in Chamberdrums

Slayers

Spazbot Oilytattoos the dwarf, one kill
Obok Bridgedlimb the Bulbous Sickness the dwarf, sixteen kills

25 Slate
I have been resisting the urge to break Ezum's kneecaps. After a few days of interviews I think we have just the dwarf for the job: a nice girl called Endok Portalnamed.
[Spoiler](#) (click to show/hide)

Endok Mistemkab has been ecstatic lately. She admired a fine seat lately. She talked with a sibling lately. She dined in a legendary dining room recently. She admired a completely sublime tastefully arranged statue lately. She slept uneasily due to noise lately. She slept in a very good bedroom recently. She had a wonderful drink lately. She has been satisfied at work lately. She admired own fine cabinet lately. She is the daughter of Geshud Manorlantern and Dodok Womansling. She is a citizen of The Lauded Guild. She is a member of The Free Fence. She is a former member of The Violent Tomes. She arrived at Matolasdug on the 26th of Slate in the year 130.

She is thirteen years old, born on the 26th of Obsidian in the year 122. She is short and just incredibly fat. Her hair is extremely long. Her free-lobed broad ears are very played out. Her nose bridge is concave. Her hair is burnt umber. Her skin is sandy taupe. Her eyes are brass. She is very quick to tire and very slow to heal.

Endok Mistemkab likes gypsum, platinum, schorl, the color dark pink, shields, socks, crutches and ibex men for their long horns. When possible, she prefers to consume mongoose, nautilus and dwarven rum. She absolutely detests fire snakes.

She has a great feel for the surrounding space, a great deal of patience, a natural inclination toward language and a good feel for social relationships. She is relaxed. She is not a risk-taker. She has a fertile imagination. She is open-minded to new ideas. She is candid and sincere in dealings with others. She is willing to compromise with others. She is confident. She is organized. She talks very quietly when she is angry. She often tells pointless stories when she's nervous. She needs alcohol to get through the working day.

A short, sturdy creature fond of drink and industry.

"From the personal log of Monitor Lizard, miner:

Today Nuckles told me that he's going to organise a clothes production. It's great, because my cloak has been falling apart since the previous year. Most of the citizens have argued about wearing tatters, but we didn't have much time to make more dresses. I thought buying clothes would solve the problem, but we need much more shirts, robes, socks and other stuff."

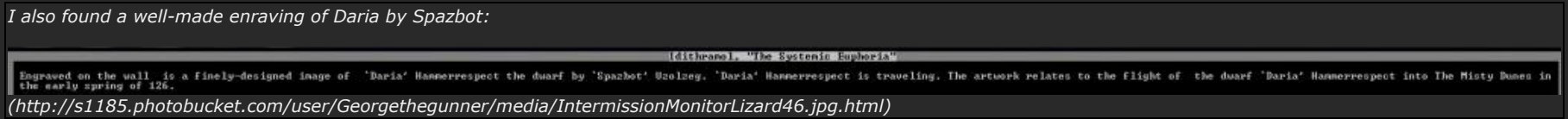
OOC note: By the way, fun fact about Nuckles:



(http://s1185.photobucket.com/user/Georgethegunner/media/Nuckles.jpg.html)

Edit: I looked through the fortress in the Legends mode. Do you remember the screen I had posted before?:

Quote from: Monitor Lisard on December 13, 2013, 02:40:07 pm



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard46.jpg.html)

The second name of **our** Daria is not Hammerrespect. Her name is *Daria Wallvales*. As you remember, I abandoned the fortress right in the beginning, but I had already written in the names. It seems that we have the engravings of the alternative-dimension dwarves that came to Chamberdrums. I wonder if they can migrate back to the fortress. That would be really fun.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Ruhn** on **December 21, 2013, 04:07:57 pm**

OOC:
lol, I wonder how difficult it would be to get an entire set of those figurines and lock them in the vault. There would be big plot twists if one of our 'duplicates' came to the fortress. Replacements from the King? Assassins? Rival gang members? Clones? Time Travel? So many possibilities.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Timeless Bob** on **December 21, 2013, 05:28:58 pm**

Quote from: Monitor Lisard on December 21, 2013, 05:08:11 am



(http://s1185.photobucket.com/user/Georgethegunner/media/IntermissionMonitorLizard46.jpg.html)

The second name of **our** Daria is not Hammerrespect. Her name is *Daria Wallvales*. As you remember, I abandoned the fortress right in the beginning, but I had already written in the names. It seems that we have the engravings of the alternative-dimension dwarves that came to Chamberdrums. I wonder if they can migrate back to the fortress. That would be really fun.

You see, after that incident with the silver bars, I had to change my name - seems the smith's guild wasn't too pleased with me calling myself "hammer-respect" when I used one to bean the book-keeper over the head when I lifted them. What's in a name? All you need to know is that Empress Daria loves you all, according to your intrinsic worth (in silver).

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**

Post by: **Ruhn** on **December 21, 2013, 09:43:18 pm**

Personal Diary of Nuckles

5 Felsite
I heard Daria and Lizard talking about silver, but really didn't understand what it was all about. Maybe it was some kind of code word, I'll never understand wodwarfs(women).

14 Felsite
Somedwarf named Ablel took over a crafting workshop. I'm guessing she is going to make some new artifact. We've got plenty of room in the vault, good luck doll. I'd also like to note that the plug is almost ready to be dropped.

Spoiler (click to show/hide)



16 Felsite
The smoke finally has cleared. It didn't turn out exactly as I was expecting, the staircase must have kept the earth from falling in. Either way, we're going to start pumping and see what happens. Oh, some Elves just showed up. Let's see if they have any drugs for trade.
Spoiler (click to show/hide)



22 Felsite

Grim decided to do business with the pointy-ears. I can't wait to see what he hustles them for.

24 Felsite

Too cool! We scored 2 bags FULL of blade weed seeds; it is time to start a new plantation! Most of what we traded them was human sized clothes. What losers.

[Spoiler](#) (click to show/hide)

Contents:

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

(blade weed seeds)

Oh, some goblins are on our turf. Too late, SUCKERS!! We already got everything we needed from the Elves, you can have the rest... on second thought, I still owe you some payback. Get ready to DIE

[Spoiler](#) (click to show/hide)



25 Felsite

I was in such a rush to kill green-skins that I forgot to put my journal down, not that it made a difference. The fight was all over by the time I showed up. Maskwolf's squad was first on the scene, but they were out of ammo! Grim's gang had empty crossbows too. Obok the Sickness got there next, and took care of business. There are goblin arms and legs scattered all over the place... this guy is a butcher. Anyone with a weak stomach would surely get sick seeing this, maybe that's where his name came from? When I asked what his total is now, Obok calmly said he has 153 kills.

Sadly, our Book-keeper Eshtan got blown away, poor guy. His mother is taking it especially hard, so we'll have to set up a nice funeral. I'm not sure if we could have saved him if our shooters had ammo? Its a hard lesson to learn. I'll talk to the new girl about getting us a stockpile of bolts so we can actually shoot something next time. What-

--- ---

OOC: To be continued :D

I noticed the wife of HissinhWalnuts is still alive, and customized her job title.

This would be an opportune time if someone wanted to be dwarfed as the butcher. He was knocking down and blocking every bolt shot his way, and tore out a goblin's eye with his teeth.

Maskwolf stalked down the halls, shoving dwarves aside in her haste. Not that there were many to shove aside. When Maskwolf got like this, all but the newcomers made themselves scarce until she passed. It was an unwritten agreement that you could enter any room in order to stay out of her sight.

One particularly stubborn dwarf refused to get out of Maskwolf's way as she approached. Shoving him aside, she continued down the hallway, only to have her shoulder grabbed by the same dwarf.

"Just where do you think you're..." the dwarf began.

Maskwolf whirled around, in a practiced motion bringing her crossbow up and slamming the offending dwarf in the chest. The unfortunate dwarf stumbled back several feet before falling to his knees, all the air knocked out of his lungs. Maskwolf turned and continued down the corridor, in search of Nuckles, with the parting words: "I don't have time for a petty criminal like you. Consider yourself fortunate Nuckles is the one I'm looking for.

No, she's not going to attack Nuckles, but she is going to vent at him for a while about the lack of bolts issue. If you want to write this, go ahead, if the next update doesn't mention the interaction I'll write it myself.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **December 22, 2013, 10:13:00 pm**

Personal Diary of Nuckles
[Spoiler](#) (click to show/hide)



<<This page is smeared with dirt and blood>>
8 Hematite

There was a second gang of goblins that ambushed us. I saw Obok go up against 8 crossbowers without any hesitation. That guy continues to impress me. Spazbot and I were close by and got a piece of the action this time.

[Spoiler](#) (click to show/hide)



One of Grim's crew, Kogsak, got cut up pretty bad by one that had a spear. Lizard got her down to the hospital and we'll let the medics do their work. Also an axedwarf from the Snakes of Brass bit the dust- he was right in the middle of them and got all shot up.

[Spoiler](#) (click to show/hide)



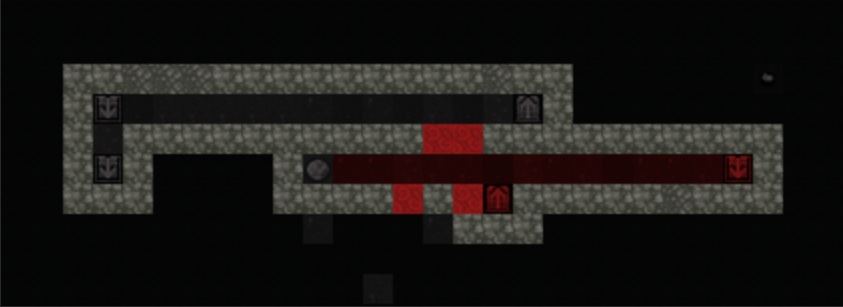
9 Hematite

Maskwolf marched up to me in a fury when we were outside guarding the bodies of our fallen and watching for more ambushes. Even after all kinds of shouting she still stormed off in a whirlwind that would have sent zombies running. If Obok and the others weren't around I just very well may have ended up dead today. Once we are done here I'll talk to the new manager girl to see if the messenger told here about the new production order.

12 Hematite

A pump operator has reported that the upper level of the magma forge that was flooded is good to go. Now we can start setting up for the next part.

[Spoiler](#) (click to show/hide)

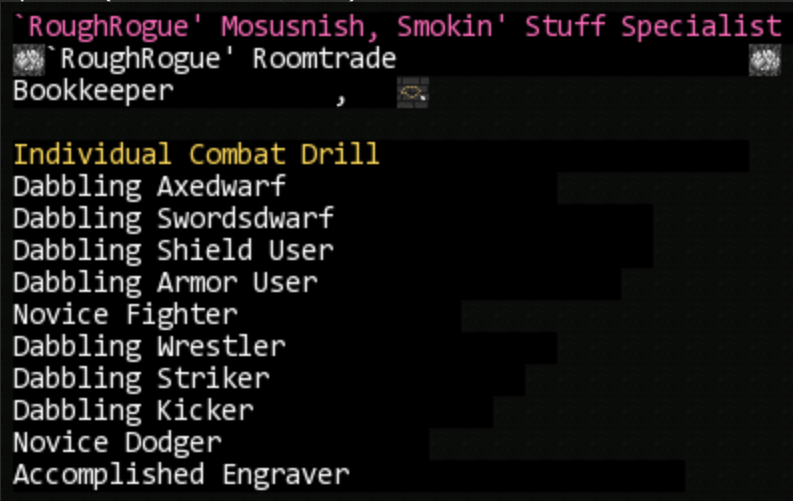


17 Hematite

I asked Rough Rogue to be the new bookie. I remember she had a pretty large book when she was running things a few years back, so maybe it will turn out okay. I hope she doesn't hold a grudge from me firing her husband Ezum from being Manager a couple months back.

She is getting better with that funky sword-axe combo, I'll keep that stuff about breaking his kneecaps under wraps.

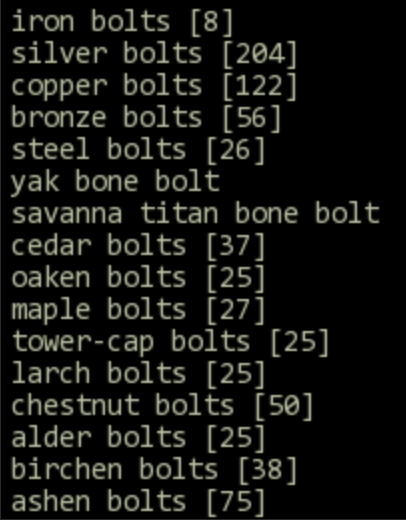
[Spoiler](#) (click to show/hide)



20 Hematite

I got together with our Manager girl Endok and Rough Rogue today. Our ammunition stocks have improved, but we still need more. With barely any bones or metal bars, wood bolts are what we will have to focus on for now.

[Spoiler](#) (click to show/hide)

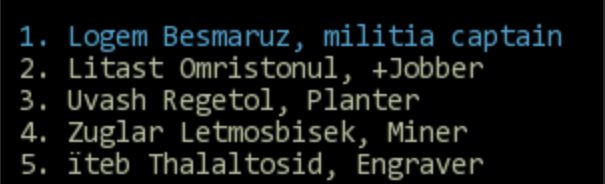


22 Hematite

I almost had a chance to go down and check on the pump setup at the magma mines today... but a group of hardend dwarves blocked my path on the street. I thought it was a hit squad sent from Maskwolf, she's always up to mischief. While getting my mace ready I asked what they wanted.

To my relief they didn't want my blood, just some spears and a little armor. They are a fight club called the "Emerald Diamonds", and were looking to get a little practice in their free time so their skills don't get too rusty. I gave the OK to grab some gear and use the main barracks.

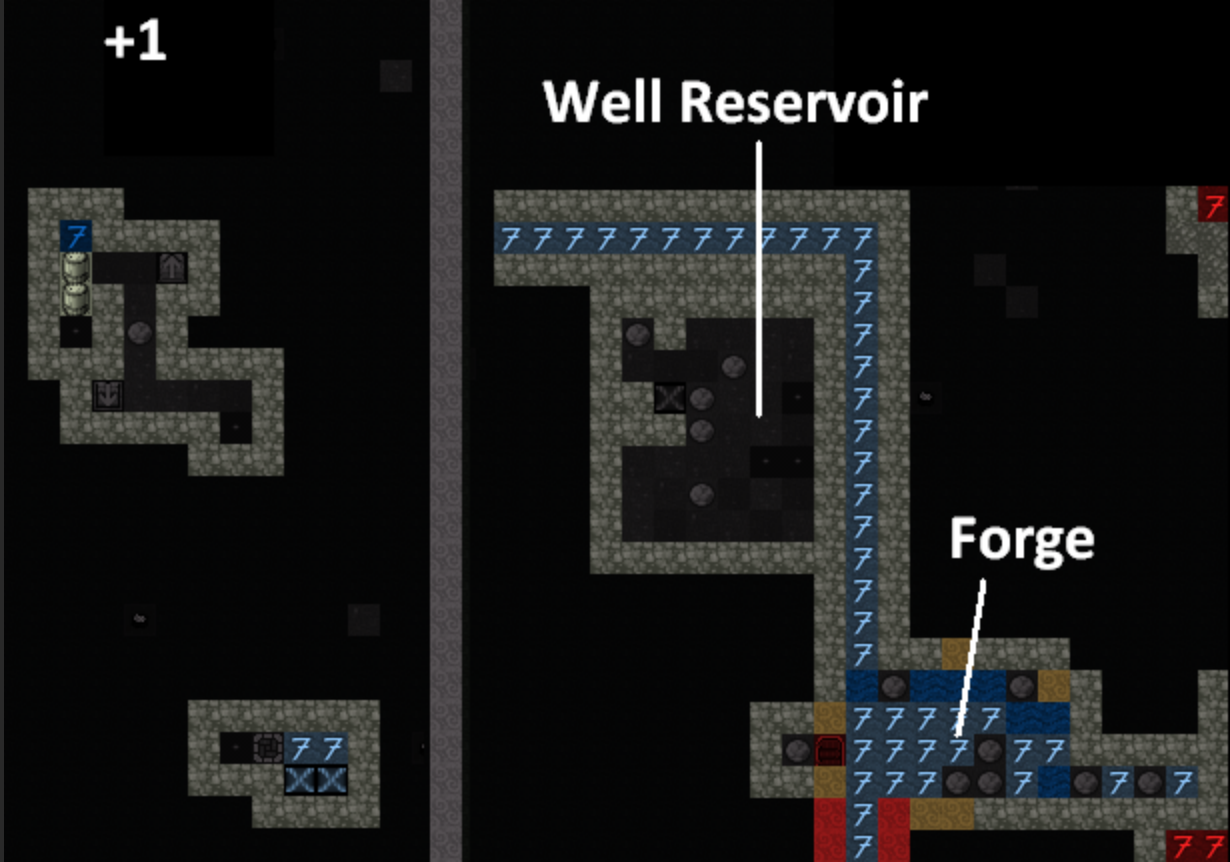
[Spoiler](#) (click to show/hide)



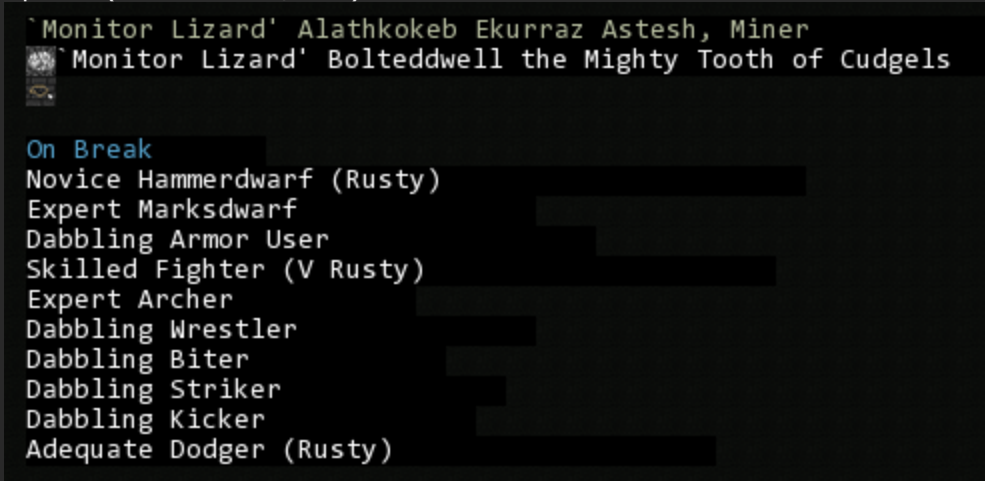
23 Hematite

I was hoping a new well reservoir would hold all the water, but there is still too much. FireCrazy will have to do some more digging so this can get pumped into the lake.

[Spoiler](#) (click to show/hide)



26 Hematite
Word on the street is Lizard is going by the "Mighty Tooth of Cudgels" now. I guess it makes sense, seems like I saw her biting and bashing goblins in a fight a while back.
[Spoiler](#) (click to show/hide)



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OOC: I'm cool with whatever Maskwolf vs Ruhn story you want to put together.
And a teaser for next update: 2 FB have come to visit us. I don't think they can get in, but fighting may still be required. I'm open to ideas.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Timeless Bob** on **December 23, 2013, 12:02:05 am**

Have you considered digging a FB pit trap with a door on one end and some furniture inside? Just hook up a support to a cap that'll cover all exits and wait for the FB to path into the room to break crap up. That or tether a sacrificial beastie to draw it in. Either way, the FB gets lured into the room, then you pull a lever and a couple moments later: FB encapsulation! Dig three rooms like this and you'll have one waiting for the next FB to come along too. Just be sure you have a room ready for the capture for each FB caught.

If you have access to clear glass blocks, this is a great way to set up a very special menagerie.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **4maskwolf** on **December 23, 2013, 12:20:51 am**

"Damn it, Nuckles, get your fat ass over here."

Nuckles sighed. He knew this was coming sooner or later, what with the lack of bolts. Which made very little sense, as Maskwolf had ordered a crapton of them carved during her overseership. She had made him do some of the hauling.

"Yes, Maskwolf?"

"WHAT IN ARMOK'S NAME WERE YOU THINKING, SENDING MY SQUAD OUT WITHOUT ANY AMMUNITION AND MOST OF THEM WITHOUT ANY MELEE SKILL. ANSWER ME THAT, HMM?"

"You know as well as I do that your squad used up the last of the bolts just prior to the goblin attack and that when the goblins arrived a runner was on the way to inform me about the problem. You can't exactly blame me for that."

"YOU'RE THE ARMOK DAMNED OVERSEER YOU SHOULD HAVE CHECKED THE STOCKS, NO?"

"I would have checked the stocks had we actually had a bookkeeper who didn't sit on his fat ass all day and not manage the records. He is going to be replaced shortly."

Maskwolf glared at Nuckles for a moment... then two... then turned on her heel and stalked off.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **December 23, 2013, 02:54:11 am**

If those FBs are non-flying, you can use our crossbowdwarves. Just make sure that the monsters will not spew deadly dust or something. About the new squad - we can make Spazbot their captain, he is a fine speardwarf. :) And yes, Lizard got this title long ago, I am not sure when.

By the way, is Obok really that powerful? What is his axedwarf skill?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **December 23, 2013, 01:20:10 pm**

If I remember correctly Obok has 8 in Axe and 9 in Fighter. He must be getting a bonus from nameing his axe?

Thanks for the idea to capture the FB. They both breathe fire, so having a shoot out might end badly.

I'll investigate moving Spazbot to the spear squad. They are V Rusty and don't have much armor so I'm going to keep them out of the action for a while, possibly my entire turn.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **December 23, 2013, 01:59:23 pm**

What has Grimmas been up to lately?

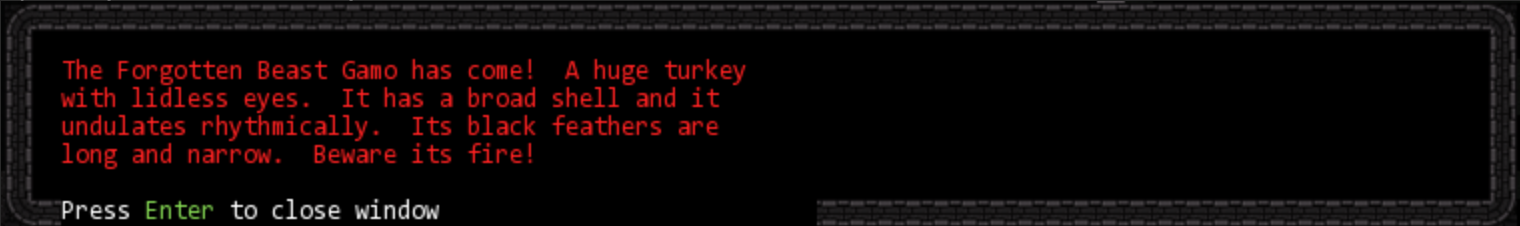
Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **December 23, 2013, 10:35:20 pm**

Personal Diary of Nuckles

3 Malachite

There was a little bit of a panic in the dining hall, so I limped over to check it out. An older lady dwarf was reading Tarot Cards and yelling about a beast in the caverns? This sounds dangerous, we can't have a monster like that getting into the hideout.

[Spoiler](#) (click to show/hide)

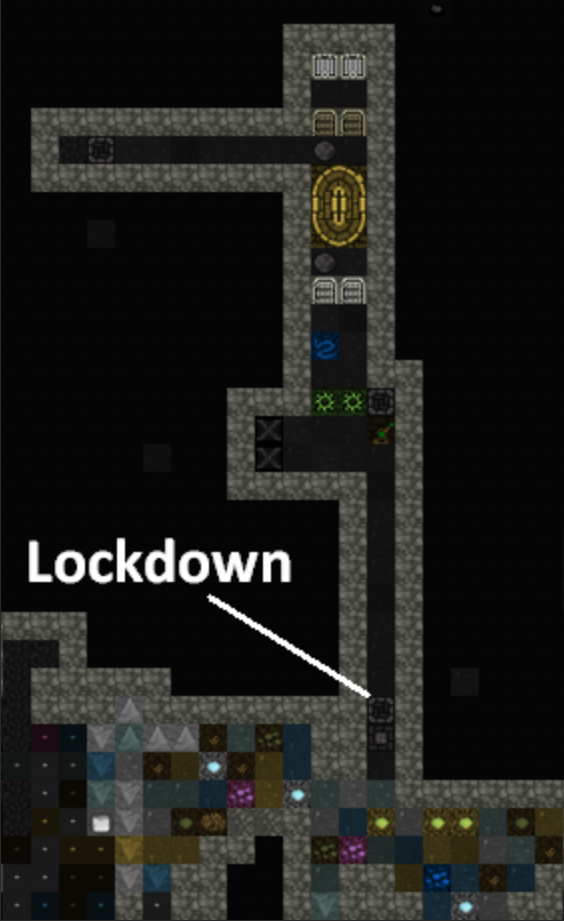


I'm not sure where that thing is, but the drawbridge for silk gathering could get us owned. One of the masons is going to have to wall it up for now.

6 Malachite

We got the wall built in record time, thanks to Cyatica!

[Spoiler](#) (click to show/hide)



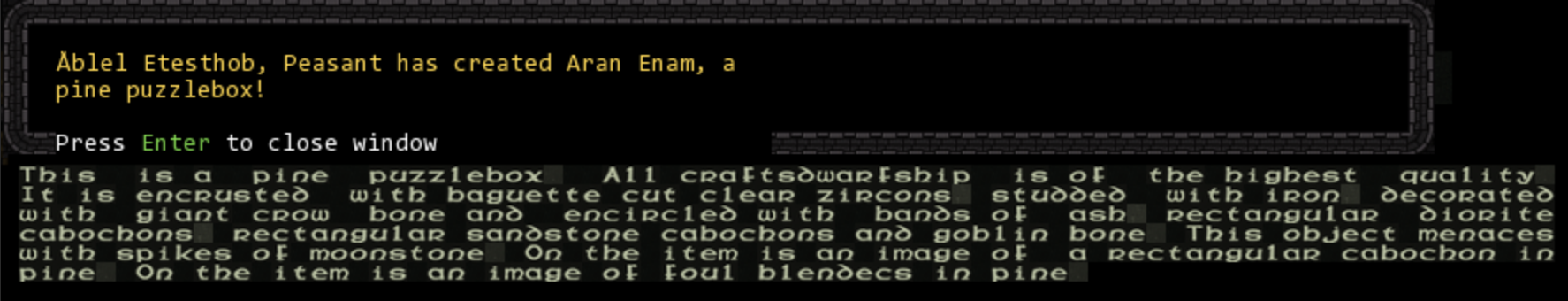
8 Malachite

After the new gang of spear dwarves showed up, I've been thinking it would be tight if we started a group of lashers. I looked through every record book and stockpile and can't seem to find any whips or scourges though. I'm pretty sure I saw somedwarf using a whip a few years back. Maybe the old fortune teller can tell me what happened to them?

14 Malachite

When I was walking down the street there was a little gathering at one of the craft workshops. I totally forgot about Ablel, but she made this puzzle. I'll try solving it one day, but for now there are some projects to wrap up.

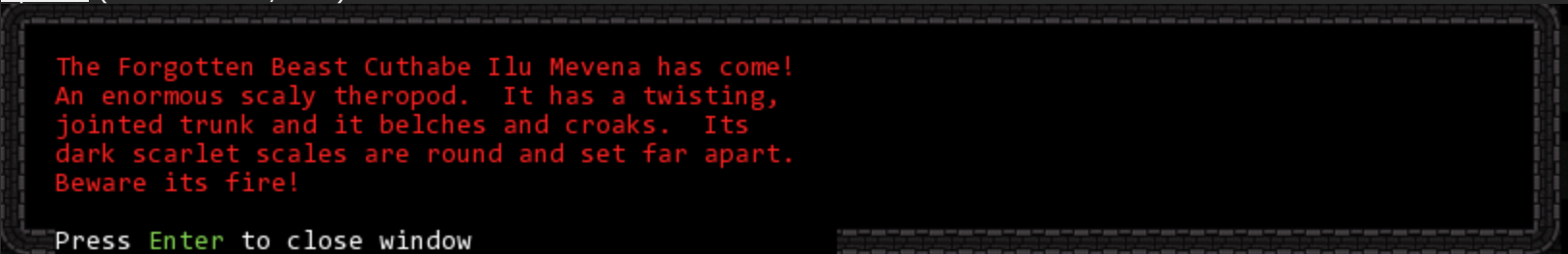
[Spoiler](#) (click to show/hide)



16 Malachite

A kid ran up to me today and said the Tarot Reader had some bad news.

[Spoiler](#) (click to show/hide)



Lizard, Grim, and some of the others were already at her room. I liked Daria's plan of trapping the beast the most, FireCrazy and the other miners have proven their skills already with controlled cave-ins.

When we were leaving the meeting, Grimmash reminded me that our cheese stocks are quite low. He's been helping out with those clothing orders for a while so letting him go down and get working on that seemed like a fair request.

It looked like his finger was giving him some troubles. I can relate, some injuries just refuse to heal.
[Spoiler](#) (click to show/hide)

Grimmash' Udargusil, "'Grimmash' Rainycopper", Craftsddwarf

Grimmash Udargusil has been quite content lately. He talked with a child lately. He had a fine drink lately. He had a pretty decent drink lately. He was upset to be wearing old clothing lately. He slept in a fantastic bedroom recently. He has been satisfied at work lately. He had a satisfying sparring session recently. He was nauseated by the sun lately. He is married to Sibrek Racksoaked and has three children: Ustuth Daggerbound, Mebzuth Flagdoors and Mosus Honorcraft. He is the son of Ast Wirevipers and Ilral Bailconstructs. He is a citizen of The Lauded Guild. He is a member of The Free Fence. He is a former member of The Obeisant Silver. He is an enemy of The Deceiver of Shames. He is the former chief medical dwarf of The Free Fence. He arrived at Malolasdug on the 17th of Hematite in the year 128. He is twenty-five years old, born on the 22nd of Slate in the year 110. His second finger, right hand is broken. His second finger, right hand is smashed open. He is weak. His hair is extremely long. His teeth are gapped. His hair is burnt amber. His skin is sandy taupe. His eyes are brass. He is slow to tire, but he is flimsy, very weak and really susceptible to disease. Grimmash Udargusil likes cryolite, platinum, red diamond, duck leather, giant loon tooth, pig tail, fiber fabric, battle axes, gloves, earrings and rabbits for their ears. When possible, he prefers to consume tapir cheese, strawberry wine and Longland flour. He absolutely detests bark scorpions. He has a great kinesthetic sense and very good creativity, but he has poor focus, bad intuition and a poor memory. He has a calm demeanor. He rarely feels discouraged. He occasionally overindulges. He is constantly active and energetic. He is mostly unaware of his own emotions and rarely expresses them. He finds immodesty distasteful. He is disorganized. He finds rules confining. He doesn't go out of his way to do more work than necessary. He needs alcohol to get through the working day. He likes working outdoors and grumbles only mildly at inclement weather.

A short, sturdy creature fond of drink and industry.

- 9th Malachite, 130: Evaluated
- 9th Malachite, 130: Cleaned
- 11th Malachite, 130: Compound fracture of second finger, right hand repaired
- 15th Malachite, 130: Evaluated
- 16th Malachite, 130: Cleaned
- 17th Malachite, 130: Received rope reed fiber sutures on second finger, right hand
- 20th Malachite, 130: Received rope reed fiber dressing on second finger, right hand
- 'AseaHeru' Rithalmosh, Follower of Mary Baker Eddy

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- 'AseaHeru' Rithalmosh, Follower of Mary Baker Eddy

- Limul Lolokmuzish, Surgeon

second finger, right hand, nail
Smashed apart
second finger, right hand, skin
Has been sutured
Infection

24 Malachite
Vutok the miner looked a little shaken when he came up from the forge project today. Said he heard ungodly crunching and banging coming from the door to the caverns. The fortune teller must be right, there's a monster down there and it is powerful.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **December 26, 2013, 09:13:57 pm**

Personal Diary of Nuckles

2 Galena
Since we have so much extra water flooding the forge still, plans are in motion to pump some of it into the magma so we can mine more adamantine. That will solve 2 problems at the same time.

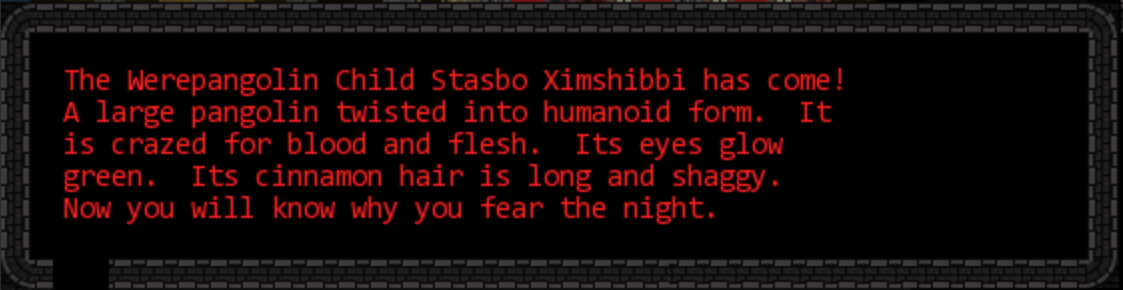
7 Galena
We moved the last of the Adamantine into the new vault today. It's locked up safely behind one of Cyatica's masterwork doors.
[Spoiler](#) (click to show/hide)



10 Galena
We pumped some of the water into the reservoir for the new well near the magma forge I wrote about a while back. The well just needs to be built now. Progress is steady for the well at the main dining hall, but there is a little more work to do still.

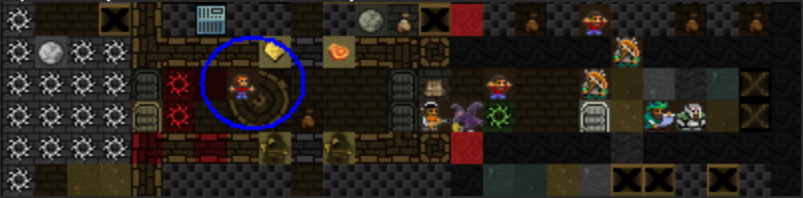
14 Galena
Humans came to trade. Let's get those counterfeit coins ready.

16 Galena
A Kobold thief was spotted at the gate today. Right after one of Grim's men shot it in the foot, a were-beast ran right past it and into the fort! I was surprised that our rock fall traps didn't injure it more. Luckily we were able to lock it up before it got too far. Then it changed into a human boy.
[Spoiler](#) (click to show/hide)



Thanks to some good shooting the Kobold filth is dead. We will deal with the human right after the traders leave. I don't want them to get the wrong idea about what is happening and end up... having an accident.

Spoiler (click to show/hide)



25 Galena

I'm satisfied with the trading with the Humans. We got lots of good stuff, including bolts, leather, cheese, meat, fish, and animals. Grim passed off the fake coins again without any problem. We would have bought more cheese, but he decided it was time for some archery practice and walked off. No matter, the Humans probably need some extra time to pack up all the junk clothing we sold them.

This trading post front is working out OK, I just wish the mountain-home liaisons would take a hint and leave. Having those 3 sneaking around really slows down our illegal activities. It's going to be hard to explain if they catch us putting crossbows at the bottom of the craft bins.

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OOC: Merry Christmas everyone.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Grimmash** on **December 26, 2013, 09:59:07 pm**

I'm just curious how my hand got injured. Any ideas?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Monitor Lisard** on **December 27, 2013, 02:44:31 am**

Quote from: Grimmash on December 26, 2013, 09:59:07 pm

I'm just curious how my hand got injured. Any ideas?

Your dwarf is in the militia, in the main melee squad. I was thinking about relieving him from duty because Grimmash is only a dabbling axedwarf. It could have been the fight with the prisoners, the wall accident, a fall from a ramp (a bunch of dwarves were injured falling down a ramp while building a gallery above the aboveground farms), or a combat injury.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Authority2** on **December 27, 2013, 10:38:38 am**

Hello! I've decided to end my two months of lurking by joining a succession fort. (this is a succession fort, right?) May I have a turn?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Grimmash** on **December 27, 2013, 12:05:23 pm**

Ah. Grimmash isn't much of a fighter :). I'll write something up for it. He's really more of a craftsddwarf at heart, and just wants to build things that are beautiful.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Monitor Lisard** on **December 27, 2013, 02:08:51 pm**

Quote from: Authority2 on December 27, 2013, 10:38:38 am

Hello! I've decided to end my two months of lurking by joining a succession fort. (this is a succession fort, right?) May I have a turn?

Well, if you read the backstory of this fort, you surely can take part in it. Welcome!

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Ruhn** on **December 27, 2013, 05:58:33 pm**

Personal Diary of Nuckles

11 Limestone

We have a wagon load of birds now, so I had a chicken coop built for them. We'll lock them in there for a bit and have a bird-spllosion before you know it.

Spoiler (click to show/hide)



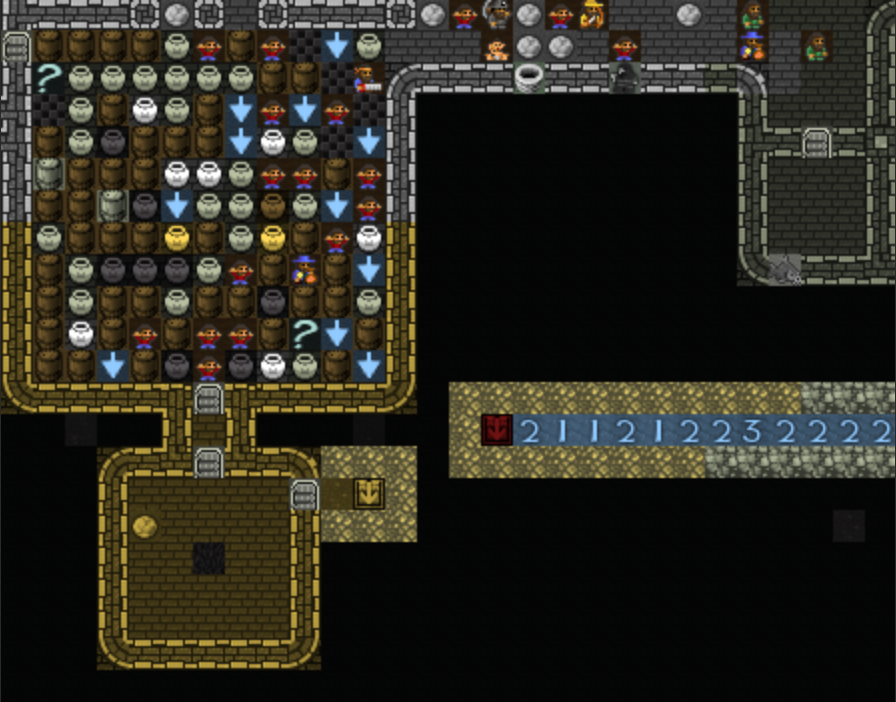
18 Limestone

A Kobold thief was run off by the Human guards. We are still waiting to kill that were-beast.

23 Limestone

Today a lucky engraver got to pull the well to fill the cistern next to the main dining hall.

Spoiler (click to show/hide)



--- ---
3 Sandstone
I passed Rough Rogue on the street today. She let me know that Maskwolf's brother had a new kid. I asked her how she found out so quick, and it turns out that Maskwolf is Rough Rogue's aunt! Their family is huge, I'm going to be extra careful to stay on good terms with them all.

6 Sandstone
Grimmash had a son today. The lucky guy has 4 kids now.

17 Sandstone
AseaHeru's youngest son decided to take over a crafting workshop. Seems like he wants to build some custom loot. Also, the new well is about half-full.

26 Sandstone
The kid got everything he wanted and started work.

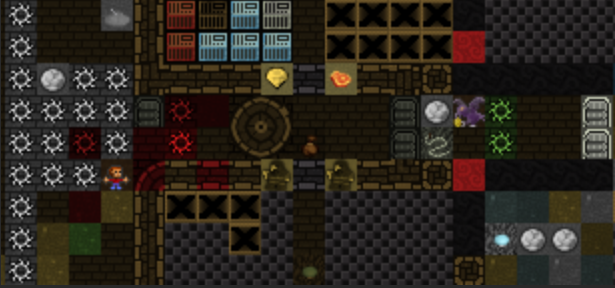
--- ---
2 Timber
Cilob finished his work already, it's a bracelet worth about 30 large. The Humans admired it and we told them it means "The Prestigious Flare". After that they finally jumped on their wagons and left.
[Spoiler](#) (click to show/hide)

Cilob Ustuthmomuz, Dwarven Child has created
Gemurthabost, a willow bracelet!

Press Enter to close window

This is a willow bracelet. All crafts-dwarven-ship is of the highest quality. It is studded with brass and encircled with bands of willow and horse bone. This object menaces with spikes of copper. On the item is an image of Rampagedgreeds the Trite Fells the marble trumpet in spiny dogfish leather. On the item is an image of The Eviscerated Sports the native gold door in sandstone. On the item is an image of a marquise cut gem in iron. On the item is an image of Usbu Cruelrust the goblin in jet.

10 Timber
The Human were-beast kid broke down one of the masterwork doors!
[Spoiler](#) (click to show/hide)



11 Timber
I guess there was no reason to trip out, one of Daria's assassins shot in there and dropped the kid before he could wreck anything else. It got the job done, nice work Erush.
[Spoiler](#) (click to show/hide)

The Kills of Erush Uzoldalzat

One Kill

Stasbo Riftblossom the human 0 135

15 Timber
Goblins have been spotted outside, it look like they are going to hit us pretty hard. Let's get ready and waste these fools. If this inventory book is correct, we have 1000 bolts. I'm going to get somedwarf to make some more right after the gate gets locked.

22 Timber
We finished building the main dining hall's well; using the best materials.
[Spoiler](#) (click to show/hide)

Well

◊diorite mechanisms◊
(-«rope reed fiber rope»-)
(-«maple bucket»-)
(obsidian blocks)

--- ---
OOC:
That finger injury to Grimmash is 5 years old, so it's anyone's guess.
We are in the middle of a siege, and he is a level 2 fighter. I'll disband him now and edit any journal entries as needed to fit your story.

I'll probably finish and upload my turn today, on a roll right now.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **December 27, 2013, 11:38:43 pm**

Personal Diary of Nuckles

2 Moonstone

Battle has begun! The crossbow gangs started firing as soon as the first Troll entered the courtyard.

[Spoiler](#) (click to show/hide)



8 Moonstone

Once enough of them were inside we closed the gate and sent in our fighters for some hand to hand. Rough Rogue ran in first and chopped one troll in the head with her axe, then sliced off another's hand with her sword. She got 6 kills in that engagement, and seems to be attached to her Bronze Short Sword now.

[Spoiler](#) (click to show/hide)



Grim and Maskwolf got plenty of shots off, but didn't get any kill credits so far.

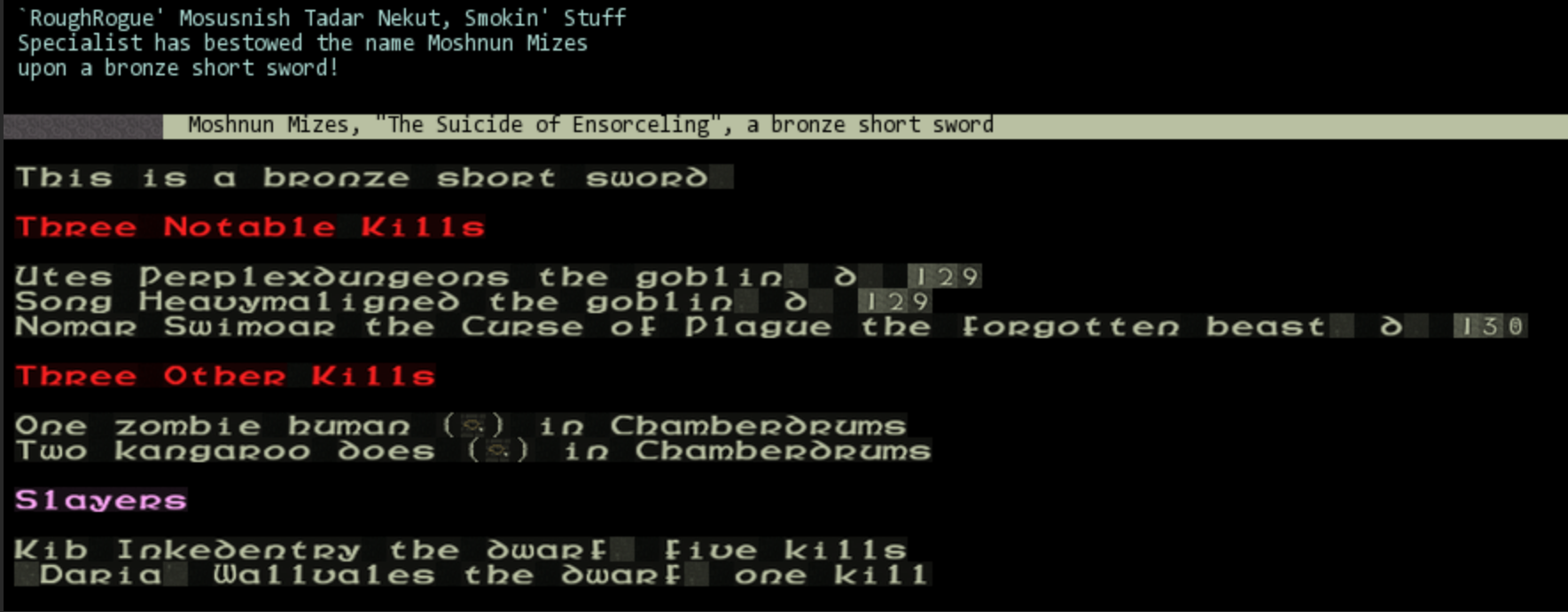
15 Moonstone

As soon as the bodies are cleared and rock traps are loaded again we will let the next batch in. Some of the crossbowmen were thirsty and need more bolts anyways.

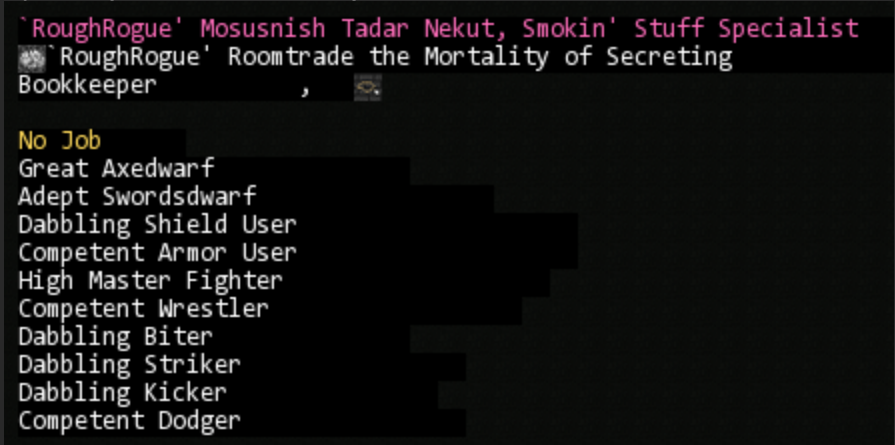
24 Moonstone

Today Rough Rogue announced that her sword is now called Moshnun Mizes (The Suicide of Ensorceling). All the Trolls she killed was with the Axe, but she really likes this sword. Maybe because Daria used to use it? In any case, they are calling her "The Mortality of Secreting" now.

[Spoiler](#) (click to show/hide)



The way she moves, I can tell she's gotten very good with those weapons. Even Obok the Butcher might not be a match for Rogue anymore.
 [Spoiler](#) (click to show/hide)



26 Moonstone
 Okay, now that the party is over let's teach these green skins what happens when they try to take our turf.

27 Moonstone
 Maskwolf shot the first goblin that stepped through the gate in the throat, and got the first kill of the day!
 [Spoiler](#) (click to show/hide)



28 Moonstone
 One of the farmers just ran up and told me a mosquito woman attacked a child! Wait, it's one of AseaHeru's kids? We gotta get her to the hospital.

--- ---
 2 Opal
 After standing at the gate and getting shot for a few days the gobbies finally decided to come in.
 [Spoiler](#) (click to show/hide)



9 Opal
The child that got attacked is up and moving again already. She really is quick to heal.

15 Opal
Half the trash is dead so far, it is about time to go into the courtyard and chop up the rest. I ain't so sure about fighting the one with a mace. It might have the skills to take one of us down. I dunno if we got a choice though, since it has been dodging the bolts.
[Spoiler](#) (click to show/hide)



That space brain pulled the wrong lever!! The goblins are getting away, we are gonna chase them down.

19 Opal
We caught 5 of them, but that mace lord got away. When we came back through the gates there was some bad news waiting for us.
[Spoiler](#) (click to show/hide)

Zasit Ekastedem, Marksdwarf has been found dead, completely drained of blood!

One of Maskwolf's crew was found dead in her bed. Zasit was a level 6 marksdwarf. Her husband Erith leads the Snakes of Brass. Erith seems to be taking it okay so far, he's getting drunk right now. I hope he doesn't decide to go berserk on us. Obok the Butcher is his cousin, so that could begin a dangerous chain reaction. And to top it all, somedwarf told me that the new speardwarf club's leader Logem is her son. Their family is huge, maybe they will give each other support instead of filling the streets with blood.

21 Opal
We found a minder drained of blood today too. I removed the bloodsucker mayor from his position and locked him in his room. We are going to wall it off and turn some goblin prisoners loose on him.

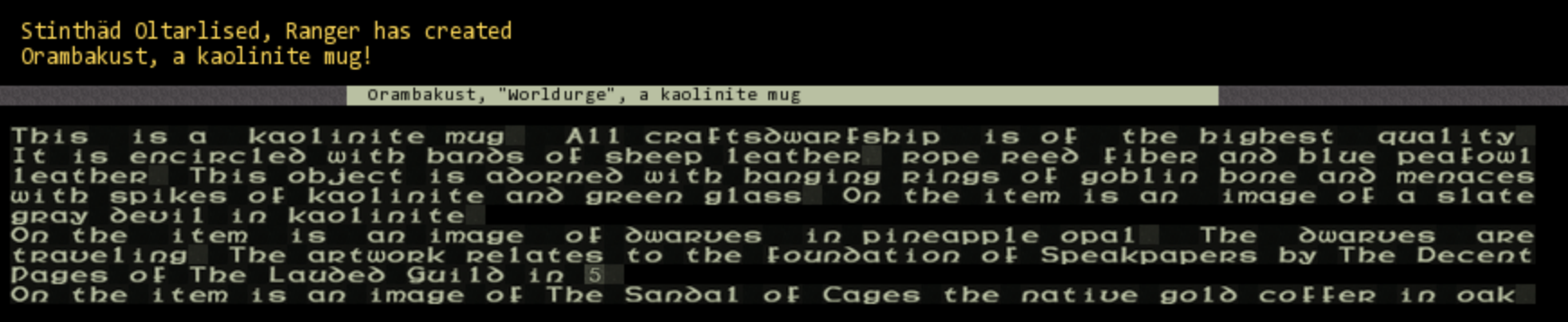
25 Opal
This girl called Stinthad from Maskwolf's squad grabbed a Crafting workshop. It looks like project time.

--- ---
9 Obsidian
The tarot reader tells me that another forgotten monster has arrived in the caverns. Our trap is about ready, but it isn't connected to the caverns yet. A drawbridge would let us close it off safely, but hasn't been built yet.
[Spoiler](#) (click to show/hide)

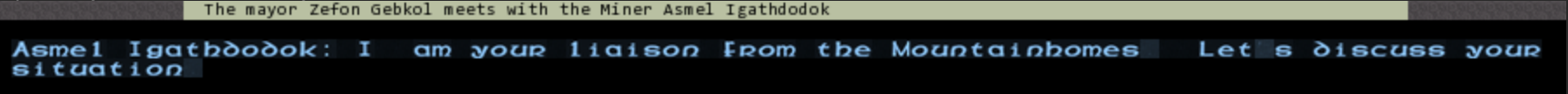
The Forgotten Beast Tise has come! A gigantic quadruped composed of amber. It has a pair of branching antennae and it has a bloated body. Beware its deadly spittle!

20 Obsidian
Some green garbage archers showed up and ambushed a mason. One of Maskwolf's girls was hauling some loot nearby and had a shootout with them. They ran as soon as her first squad mate showed up. Those girls are tough, there is no doubt. I didn't even have to stop my sparring session with Spazbot.

21 Obsidian
Work has finished on that artifact. There's still room in the vault, but at this rate we will need to add another chamber in the next year or two. Also, Blenheim's son had his third child today.
[Spoiler](#) (click to show/hide)



23 Obsidian
One of the liaison spies asked to meet with our new mayor. It shouldn't be a problem, Zefon is a pretty smooth talker. I'm sure she can cover up anything the mountain home is suspicious about.
[Spoiler](#) (click to show/hide)



24 Obsidian
A miner reported that the project to cool off the magma near the adamantine is ready to go, all that is needed is to build a screw pump and turn it on.
[Spoiler](#) (click to show/hide)



25 Obsidian

I got a note from the mayor girl, it says we should not export any crossbows to the mountain home right now. Those jerks must have traced the last shipment of weapons back to us somehow. For some reason the liaison was asking me who they should recognize as ruler of our hideout. Lucky for me a thief showed up and I didn't have to answer.

Spazbot and I were side by side running to get to that master thief, then Rough Rogue blew right past us. I don't know what she's been smoking lately, but it is working.

[Spoiler](#) (click to show/hide)

```
The Smokin' Stuff Specialist hacks The Goblin Master Thief in the left
hand with her (iron battle axe) and the severed part sails off in an arc!
The Smokin' Stuff Specialist leaps at The Goblin Master Thief!
The Goblin Master Thief looks surprised by the ferocity of The Smokin'
Stuff Specialist's onslaught!
The Smokin' Stuff Specialist hacks The Goblin Master Thief in the right
upper leg with her (iron battle axe) and the severed part sails off in an
arc!
The Smokin' Stuff Specialist collides with The Goblin Master Thief!
The Goblin Master Thief is knocked over!
The Smokin' Stuff Specialist hacks The Goblin Master Thief in the left
lower arm with her (iron battle axe) and the severed part sails off in an
arc!
The Smokin' Stuff Specialist stabs The Goblin Master Thief in the left
lower leg with her Moshnun Mizes, fracturing the bone through the ({troll
fur trousers})!
A sensory nerve has been severed, a ligament has been torn and a tendon
has been torn!
The Moshnun Mizes has lodged firmly in the wound!
The Smokin' Stuff Specialist hacks The Goblin Master Thief in the lower
body with her (iron battle axe), earing apart the muscle through the
({cat leather cloak}) and spilling his foul gu !
An artery has been opened by the attack!
The Smokin' Stuff Specialist hacks The Goblin Master Thief in the right
hand with her (iron battle axe) and the severed part sails off in an arc!
The Smokin' Stuff Specialist hacks The Goblin Master Thief in the left
lower leg with her (iron battle axe), tearing art the muscle through
the ({troll fur trousers})!
An artery has been opened by the attack and a motor nerve has been
severed!
```

28 Obsidian

We tossed a goblin into the vampire's room. It ended up dieing, so we tossed another one in. Just when it was getting good, a group of goblins showed up at the gate and said they wanted to fight. One of Maskwolf's girls shot him in the face and the rest decided to run.

[Spoiler](#) (click to show/hide)



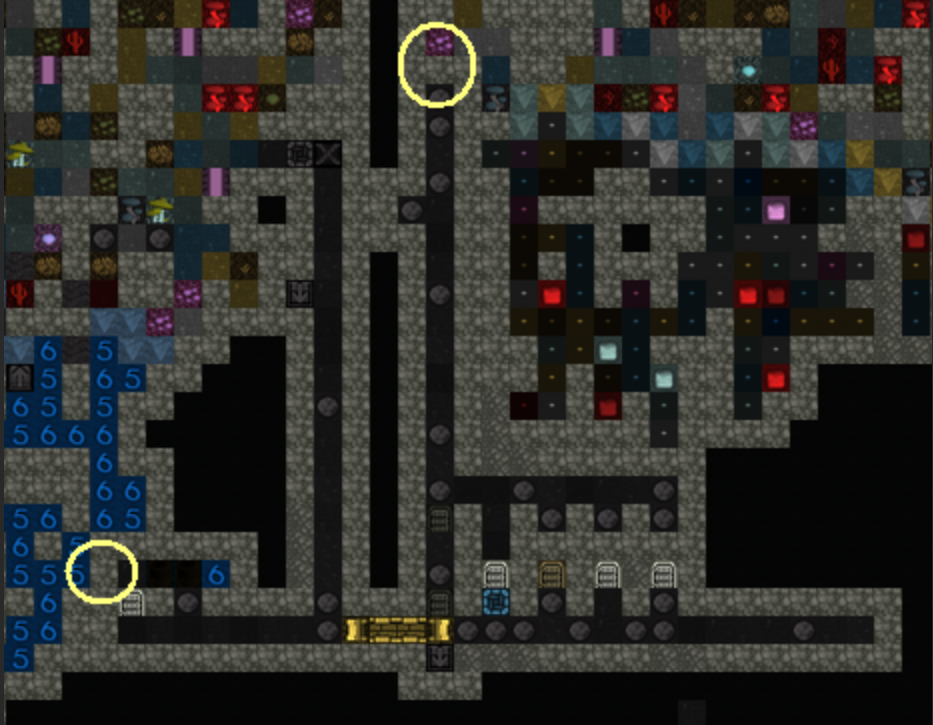
This has been a pretty good year for us, I figure it is about time for somedwarf else to take over from here.

--- ---

OOC: Who should become Baron? I accepted the liaison's request to become a formal territory, but didn't pick anyone. According to the wiki the next liaison will ask us again. We could set up a puppet in the position to maintain our front, or give it to one of our dwarfs.

The lever for the forgotten beast trap is linked and ready. It will drop a pillar to seal off cell #1. The other cells are not ready yet. Ideally we should either have all the cells ready, or a way to close off the caverns and setup the trap each time it is used. I read that a FB will either tear apart a bridge or make it deconstruct from the weight? I don't know, there could be some FUN when using this trap.

[Spoiler](#) (click to show/hide)



The top circle is the planned entrance to the cavern. The left one was the original plan for pumping water back into the lake. It might be safer to just pump it all into the lava instead.

One of our goblin prisoners is a sword lord. All the equipment was designated for dumping.

There is a new above ground farm, which has most of a roof but some of it is still suspended from the ambush that came.

Oh, and believe it or not we are almost out of bedrooms. The dwarven children have claimed many.

Game File: <http://dffd.wimbli.com/file.php?id=8246>

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **December 28, 2013, 12:11:00 am**

I'll pick up over the weekend. I want to finish off the Noble fort, then get a story post up to fill in the missing time for Grimmashdorf here. I also have a piece of real furniture that needs to be worked on this weekend. I'm working on my carpenter skill in real life.

Expect an actual update Sunday/Monday.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **December 28, 2013, 04:24:10 am**

Great job, Ruhn! That update was really intence. Glad to hear we have enough fighters to face the goblin menace - greenskins should have learned about adamantine. I'll add a journal entry soon.

Quote from: Ruhn on December 27, 2013, 11:38:43 pm

The way she moves, I can tell she's gotten very good with those weapons. Even Obok the Butcher might not be a match for Rogue anymore.
Spoiler (click to show/hide)

```
`RoughRogue' Mosusnish Tadar Nekut, Smokin' Stuff Specialist
`RoughRogue' Roomtrade the Mortality of Secreting
Bookkeeper

No Job
Great Axedwarf
Adept Swordsdwarf
Dabbling Shield User
Competent Armor User
High Master Fighter
Competent Wrestler
Dabbling Biter
Dabbling Striker
Dabbling Kicker
Competent Dodger
```

How did she?.. By the end of my year, she was like novice fighter or something. Must be a really good student. Or maybe it is because of rat weed?

Quote from: Ruhn on December 27, 2013, 11:38:43 pm

OOO: Who should become Baron? I accepted the liaison's request to become a formal territory, but didn't pick anyone. According to the wiki the next liaison will ask us again. We could set up a puppet in the position to maintain our front, or give it to one of our dwarfs.

I'll start a poll now.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **December 28, 2013, 04:55:46 am**

I am of the opinion that the only appropriate person to be our Baron/Frontman is our fearless founder.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Timeless Bob** on **December 28, 2013, 08:16:01 am**

How is Daria to become the Empress in fact, if she doesn't first become a Baroness? As Baroness, I promise to use my poisoning and assassin's skills politically with the mountainhomes' representatives and if I happen to become Countess then Queen along the way - all the better for our cause! We make the rules and everyone else kowtows... sounds like a good start. After that, we set up an invasion of the rest of the world...

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **December 28, 2013, 02:22:08 pm**

Since the turn is mine, I will sit out voting. It's out of character for Grimmash to want to be noble, and he mostly despises nobles. The best choice to Grimmash would be dorf that only cares for the position as a means of revenge.

Edit: I assume I have until Autumn to decide? So starting to play should not cause me to have to decide early? I don't want to start it up before we decide who should be the face of Chamberdrums.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **December 29, 2013, 09:54:46 pm**

Quote from: Monitor Lisard on December 28, 2013, 04:24:10 am

Quote from: Ruhn on December 27, 2013, 11:38:43 pm

The way she moves, I can tell she's gotten very good with those weapons. Even Obok the Butcher might not be a match for Rogue anymore.
Spoiler (click to show/hide)

```
`RoughRogue' Mosusnish Tadar Nekut, Smokin' Stuff Specialist
`RoughRogue' Roomtrade the Mortality of Secreting
Bookkeeper

No Job
Great Axedwarf
Adept Swordsdwarf
Dabbling Shield User
Competent Armor User
High Master Fighter
Competent Wrestler
Dabbling Biter
Dabbling Striker
Dabbling Kicker
Competent Dodger
```

How did she?.. By the end of my year, she was like novice fighter or something. Must be a really good student. Or maybe it is because of rat weed?

Yeah there was definitely a jump in her skills. There might be a big boost from the "naming a weapon" event? Or, did killing those trolls in quick succession have an exponential reward of experience points? In any case, it is one of many surprises DF gives us.

Quote from: Grimmash on December 28, 2013, 02:22:08 pm

Since the turn is mine, I will sit out voting. It's out of character for Grimmash to want to be noble, and he mostly despises nobles. The best choice to Grimmash would be dorf that only cares for the position as a means of revenge.

Edit: I assume I have until Autumn to decide? So starting to play should not cause me to have to decide early? I don't want to start it up before we decide who should be the face of Chamberdrums.

There is probably still 1 liaison in the fort, which could trigger the discussion as soon as the current one leaves. So it is good for us to decide up front.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Grimmash** on **December 29, 2013, 10:02:17 pm**

Ok. Claiming the fort and starting. If I get bum rushed into choosing a baron, it will be Monitor unless everyone else decides otherwise. I figure this is fair, because voting is split 4 ways with one vote per dorf, and Monitor is the founder, and I didn't vote, so technically I could give mine to Monitor anyway.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **RoughRogue** on **December 30, 2013, 06:21:19 am**

From the diary of Moldath 'Rough Rogue' Mosusnish Tadar Nekut, War Bookkeeper

It's been a while since my last entry here. And things are changing too fast for me to catch 'em with my eye. Ezum, my husband, was kicked off from the bookkeeper seat, and they decided to make ME a new one. Hilarious! They don't know yet what can I write in those books while smoking... It's difficult to write when your eyes are tearing of weed smoke, you know. Well, at least Ezum can always help me with this, he's a pro.

The second thing made me almost mad with joy. AT LAST WE GOT SOME F**KING BLADE WEED!!! I've already asked one stonecrafter guy to make me a smoking pipe with a blade leaf engraved on it.

And the last... Today I began to understand what it means to be a warrior. If you smoke just before the fight, the fear disappears and arms become stronger. I haven't feel like this before this day. Today I first came to the battle smoking blade weed, not that rat stuff. And it REALLY works. Those ugly troll chunks were too slow - or was it me too fast for them? They couldn't even understand that I've already blown their bald shapeless heads away. Six of them fell under my blades today. The beards of the fortress now call me "The Mortality of Secreting". A weird title indeed. Like an artifact's name. Like my trusty sword's new name.

Man, life is good.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Monitor Lisard** on **December 30, 2013, 07:13:08 am**

Here's the picture of Rough Rogue ready to kill some trolls.



(<http://s1185.photobucket.com/user/Georgethegunner/media/RoughRogue-1.jpg.html>)

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Grimmash** on **December 30, 2013, 09:24:05 pm**

Welp, I did get bum rushed by the second liason, so I nominated Monitor. He is the Baron. In good news, this means lots of production orders this year, to try and jump start the progression.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Grimmash** on **December 31, 2013, 06:02:02 pm**

Prelude – Journal of Grimmash, mid 135

It has been some time I have called this place, Chamberdrums, my home. I arrived in 128, and have now lived among my brethren for 8 long years. For a year, the year 130, I was given overseership of this fortress. Now it seems it is again my time to lead.

The Cabal seems a distant memory most days. We strived so hard to forge our new home that our original purpose, revenge on those who sent us here, has been lost in the face of goblin attacks, the endless hordes of undead, the titan and the beasts in the caverns below. In my life, I have taken a wife, and fathered four children since I walked through the gates and weathered the first desperate nights. In many ways we have already won our great battle. Chamberdrums is home to over 200 souls, a flourishing city beneath parched plains. But our work is not over, not yet.

While I have been lulled into a content life, working the stone and becoming a skilled clothier, there is a hole that has not been filled. We must bring those responsible for this fortress into our fold. We will entice them with riches and luxury. Once they are content, at peace with our fortress, we will strike.

1st Granite, 136

Ruhn came and found me at my mason’s bench, and told me he was tired of running the fort, and as has started to become a tradition, he was passing leadership back to me. I told him I had already spent one long year leading our fortress, but that was probably just about the right amount of time. He insisted I take the job, and so, I put down my hammer, and began to walk the halls, relearning the paths of Chamberdrums. These halls have grown so much since my term as overseer six years ago.

I took a tour of the fortress, to get a feel for how things have changed while I have been toiling away. The first job I will try to tackle is getting this flooded basement sorted out and some new magma forges created. We don’t have much access to trees on this barren hill,

but we have tons of ore lying about. Hopefully new forges will allow us to properly arm and armor our entire militia with iron and steel.

3rd Granite

What in Armok’s Beard?! Someone threw a goblin lasher into a room that has been walled off, and now the thing is chasing a vampire around and causing no end of distractions. I’m going to toss some armor down there to make an army of one to deal with this stupid goblin.

5th Granite

Our vampire has defeated the lasher. I’m not sure when this occurred, but the fiend is also our mayor. Armok’s will works in mysterious ways. The door to his room is even walled off, from old schematics I can find, so I have no idea how he got elected in the first place...

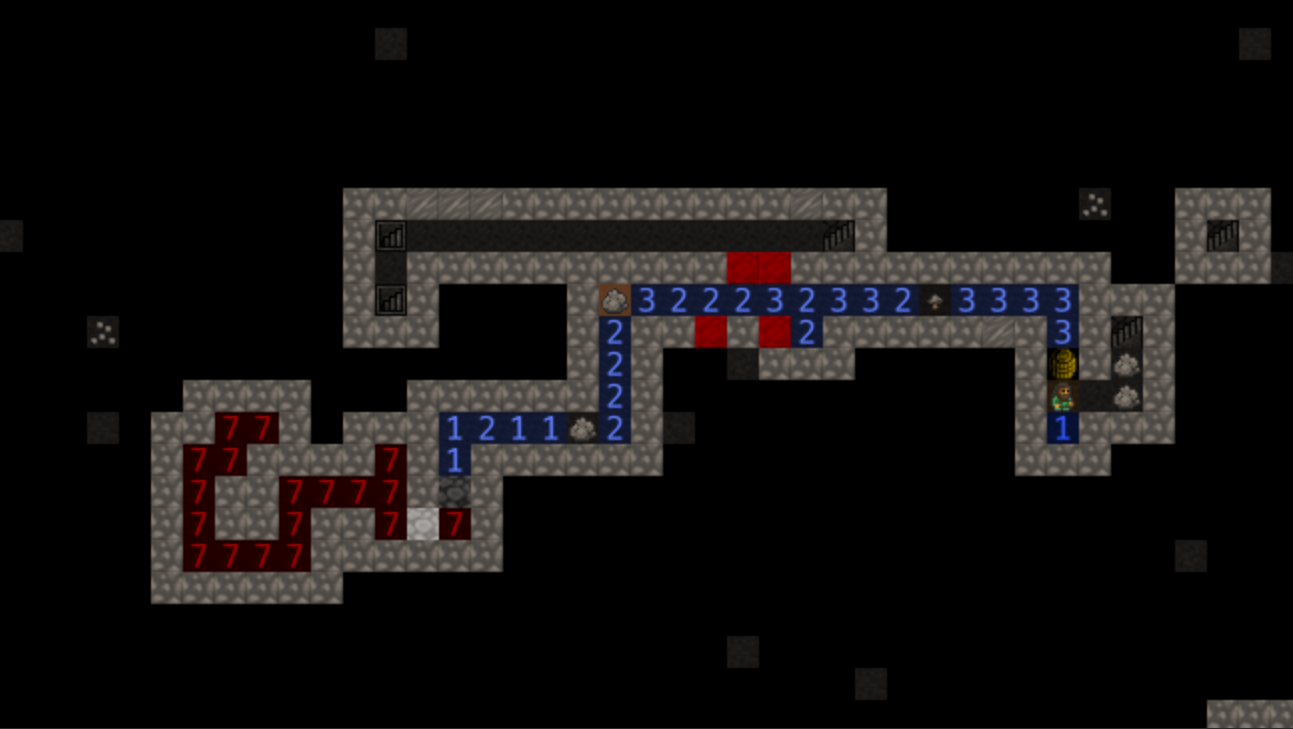
Spoiler (click to show/hide)



7th Granite

Our efforts in the basements are moving along. I set up a few pumps and ordered the miners to dig down above the magma, to cast obsidian around the precious metal and keep our brethren safe from accidental flooding.

Spoiler (click to show/hide)



Just as the water started pouring and warm obsidian was forming around the adamantine, a second liason from the Mountainhomes came, and wants to promote us to a barony. I will recommend Monitor Lisard. I called the cabal together to help decide, and the vote was widely split. As acting overseer the decision ultimately falls to me. He has led the cabal and the fortress through hard times, so the duplicitous honor should fall to him.

Spoiler (click to show/hide)

FPS: 100 (49)

The mayor Zefon Gebkol meets with the Leatherworker Dastot Melbilkegeth

Merit deserves a reward, and I come empowered to establish this colony as an official land of our realm.

Do you have any dwarves to recommend for elevation?

Zefon Gebkol :

a - I can scarcely believe this good news! I have some recommendations.

b - Flattering, but we'd rather maintain our distance from the homeland.

28th Granite

Our Barony is confirmed. I have order tremendous increases in our crafting workshops in order to speed our elevation in the eyes of the murderous King. The sooner we lure him here, the sooner our slumbering dream of revenge can awaken.

Our lava casting is continuing, and our new Magmaworks to the east are underway. It is slow going, as the miners continually cease working due to fears of the lava spilling forth. I think the previous flooding catastrophes have planted the seeds of fear in them, but we shall persevere.

Spoiler (click to show/hide)



15th Slate

We finally dug out the first layer of adamantine, and are preparing to cast around the second layer. I am consulting with our masons and architects to try and create a large reservoir to direct water into the magma sea, and hopefully pump some lava out to prevent loss of the precious adamantine to the lava floes beneath the first layer.

[Spoiler](#) (click to show/hide)



3rd Felsite

It was brought to my attention that many of our brethren are dressed only in tatters. I have requested that we step up production of clothing to give our fellows more decent clothing to wear. While busy attending to the obsidian casting apparatus and the dangers that will entail, I hope new clothes will bolster the spirits of our fortress, and provide some distraction from the increased workloads from all my production requests.

12th Felsite

Elves have arrived, along with a siege of goblins hot on their heels. I told Grim to go man the towers, and we would send someone else to trade in his stead. He seemed none too displeased by the thought of shooting the goblins, and hurried off. Grim took the East Tower, and Maskwolf took her squad to the West tower.

The goblins closed, and Grim's squad felled a good number of them. Maskwolf found me in the halls and there was a bit of an incident. Apparently our bolt stocks have fallen low yet again. I honestly do not understand how we are always so short of bolts. I was afraid that Maskwolf was going to lay me out, her fury was so great. I told her I was going down to the forges immediately to see if any metal could be found to begin immediate production of bolts. Despite the copious number of corpses in our disposal room, none were suitable for bone bolts, and all the wood had been used up on crafts to trade back to the Mountainhomes.

20th Felsite

With the lack of ammunition readily available, I decided to test the improvements to our traps and entrance. Once we had isolated the elves and locked all the doors, we opened the gates with the goblins massed outside. Out traps made short work of them, and the remaining stragglers, a few trolls, were cut down by our militia without much more than bruises. One goblin remains trapped in a cage in the warrens beneath the fortress, but all the others are dead. Hopefully we can collect the armor from our foes, and melt it down into bolts for the marksmen. I sent Maskwolf a note explaining this.

OOC: No one will haul any ore anywhere. It's really bizarre. I've tried moving stockpiles, unforbiding everything in the fort, stopping all dumping jobs, and I even tried using the orders menu to forbid minerals, then unforbid them. Anyone run into this before?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **December 31, 2013, 07:11:57 pm**

Personal Diary of Nuckles

The vampire is still alive, and ready to kill again. Somedwarf threw him some equipment and the second goblin was dead soon after. The blood sucker then used his connections to fix the election and become Mayor again! When I get a chance I'll go down and toss that sword master goblin into his room and see if that finishes the job.

On the bright side, a fresh gang of those empty head greenskins met their death on the battlefield. Their gang leader must be heartless as well as stupid to keep sending his soldiers to us.

--- ---
OOC:
Nice work getting at the adamantine. We have plenty of safety in place in case a hollow spot is found. I ordered hatch covers but forgot to place one on level -49.
I also may have forgotten to share that bone stocks are still very low, I've had to kill our animals every time there was a strange mood.

Are they not refilling the original stockpiles on the wood-burning forge & smelter level, or new ones down by the magma forges?

Edit: BTW another great pic, Lizard.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **December 31, 2013, 07:46:15 pm**

OOC:

I pretty much deleted all the none-magma forges and stockpiles for bars and ores. I want it all down by the "free" smelters and furnaces.

I was trying to set up a little dump stockpile at the top of the chute, then realized that I needed to move ore to build the wall. So I zoned a bunch of stockpiles, tried all the combinations of give and take, then just gave up and ordered all metals to be smelted on repeat. Seriously, I spent like half an hour last night and again this afternoon on it. Sometimes basic DF eludes me, I guess. I'll solve the problem by smelting it!

As for bolts, I swear I am going to turn every piece of metal below iron into goddam bolts. I'm sick of alpha squad storming in to the rescue, and Maskwolf's getting stationed with just a few shots.

I am planning on building a magma failsafe in case of HFS breaching. I can fit it in thematically anyway, as I plan to pump out portions of the magma sea around the spire, drain them off map, and cast the whole spire. It's tedious, but I'm going to make it work.

Oh, voting should probably start now for who gets what sort of shiny blue armor. Breastplates? Full suits? Whatever the hell I feel like?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **4maskwolf** on **December 31, 2013, 07:48:17 pm**

Let me remind you that maskwolf will be EXTREMELY annoyed if others get shiny blue stuff and she doesn't. Just sayin.

I'll write a journal entry or something to this effect later.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **January 01, 2014, 06:00:48 am**

Is it possible that bolts are being used to hunt and train still? I know that one or two dwarfs were hunters in my turn and I'm pretty sure someone must have set up an archery target by now.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **4maskwolf** on **January 01, 2014, 07:34:44 am**

I set up targets on my turn but didn't assign any squads to them.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **January 01, 2014, 08:46:10 am**

I assigned all the targets to squads during my first turn (3 years back).
I guess if everyone in Grim or Maskwolf's squad is good enough as-is we can turn off training and add a third squad of future marksdwarves to use the targets?

Lizard had suggested using some for furniture to increase happiness of the common dwarf.
According to the Armor SCIENCE I'm not sure if adamantine chain shirt or breastplate is more effective. At least it is light and shouldn't slow down our shooters. Melee squads can probably make due with steel.

Impressive engineering, I wasn't going to bother pumping magma unless it was needed for the forges somehow.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 01, 2014, 12:15:09 pm**

To answer a few things:

I disabled all hunting ammo. We have enough food, and space for as many farms as we care to make. I'll check all the Archery targets. We get enough practice on sieges, and with the central tower, we can just move the two squads around between the three as needed.

The dining room has been improved. Additional furniture should be easy to make, and will increase the value of the fort, so I'll get cracking on that.

As for armor, I think I'll go with mail shirts, as we'll get the most bag for our buck that way. I'll try to make sure named characters get the blue stuff first. I'm not great at managing military outfits, so we'll see how it goes.

Hopefully I can cast through a few layers of the spire. It is a somewhat massive operation, but with the reservoir almost done, the casting system really just requires careful planning. The hardest part will be pumping out lava fast enough to cast under the overhanging z-levels. I want to try and not dump a bunch of adamantine onto the semi-molten rock under the lava. Yeah, we could eventually cast down to it, but if I cast out bounding walls, that should make it a little easier to go level by level.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 01, 2014, 01:14:28 pm**

If you remember, I designated a single-tile refuse dump on a top of the ore tunnel. It is covered with a retracting bridge. If you assigned ores for dumping, you may find them there. Actually, if the bridge is retracted, said ores might have been dumped into the shaft which leads to the flooded magma smelter.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 01, 2014, 02:28:04 pm**

Yeah, that wasn't working either. I took it apart.

I think I may go through and try to figure out where all the dump zones are. There are dumps into the vamp room, there was that dump you mentioned, and I used to have one.

Does anyone care if I dispose of the massive number of corpses? We have lava, and no real use for some 600 bodies...

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **January 01, 2014, 04:25:42 pm**

600? That's a lot of dumping.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 01, 2014, 04:43:56 pm**

It should be done as soon as possible. We don't want wandering necromants to discover this kind of "treasure". :)

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **January 01, 2014, 04:45:38 pm**

It occurs to me to wonder, is the monarch of our civ married? If so then we could build an arena, try to catch a necromancer and have ourselves a little spectacle.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 02, 2014, 12:31:58 am**

Whew, I think most of my turn will end up being working on casting the spire to extract maximum blue stuff. Work progresses on a lot of fronts. I'm thinking you'll get a partial update before the weekend, then the final update after that. This depends on getting the vampire fort running. If I manage that, then it might be more spaced out.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Timeless Bob** on **January 02, 2014, 12:58:20 am**

Empress Daria and her squad are requesting crowns and daggers of the blue stuff.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **January 02, 2014, 09:28:36 am**

Copper Daggers already go through armor like butter, so Blue ones truely would be worthy of an Empress and her assassin squad. However we can't make them without hacks, mods, or a lucky mood?

Grim- do you mean we should put the king's consort into the arena with the necromancer; and have the king watch her die?

I also support dumping the corpses into magma. Could the ore shoot be used to get them down there quickly?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Aseaheru** on **January 02, 2014, 09:53:42 am**

Every squaddie needs a blue helm. I mean really. One of those saved a KOed dwarf dying from head gnawing with no damage. When the dwarf woke she proceed to kill everything.

So blue helms first.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **January 02, 2014, 10:03:57 am**

Quote from: Ruhn on January 02, 2014, 09:28:36 am

Grim- do you mean we should put the king's consort into the arena with the necromancer; and have the king watch her die?

What? No, no, no, no, no, no, no... Yes. Yes exactly that.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 02, 2014, 10:11:03 am**

Quote from: Aseaheru on January 02, 2014, 09:53:42 am

So blue helms first.

Exactly. I noticed that many of the militia members are not wearing helms. I think it's because cloth caps and helms occupy the same layer of clothing. We need dwarves to change their clothes other then wear armor over their usual clothing.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Aseaheru** on **January 02, 2014, 10:13:41 am**

Well, we could always make ~~blue cloth hoods for everyone~~ the hoods go the way of the gobbos.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 02, 2014, 11:17:51 am**

Bodies were easily taken care of. I went with crushing instead of lava to prevent annoying FPS issues. As for the blue stuff, one wafer = one unit of material, not one bar, right? I want to make sure I calculate correctly.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Ruhn** on **January 02, 2014, 11:46:49 am**

Good point. I found this on the wiki:

Quote
"Bars" of adamantine metal are referred to as "wafers", but when used as building material they function the same as any other bars.

Thus we can get 2x more helms than mail shirts.

Changing armor to 'Replace Clothing' would be a good idea, if you get to it.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **4maskwolf** on **January 02, 2014, 12:29:41 pm**

Yes, wafers are one unit of material. Not one bar. Thus, we can actually get THREE times more helms than mail shirts. A full suit of adamantine armor (which to me is shield, breastplate, chainmail, gauntlets, high boots, greaves, helm) costs 31 bars. The building materials thing means exactly that: for building constructions.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Monitor Lisard** on **January 02, 2014, 12:41:47 pm**

Quote from: 4maskwolf on January 02, 2014, 12:29:41 pm

Yes, wafers are one unit of material. Not one bar. Thus, we can actually get THREE times more helms than mail shirts. A full suit of adamantine armor (which to me is shield, breastplate, chainmail, gauntlets, high boots, greaves, helm) costs 31 bars. The building materials thing means exactly that: for building constructions.

When using bars, we need:

- shield - 1 bar
- breastplate - 3 bars
- chainmail - 2 bars
- gauntlets - 1 bar (it means 1 bar gives us 2 gauntlets)
- high boots - 1 bar
- greaves - 2 bars
- helm - 1 bar

it means that for a full suit of metal armor we need 11 bars, not 31.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **4maskwolf** on **January 02, 2014, 12:44:01 pm**

Quote from: Monitor Lisard on January 02, 2014, 12:41:47 pm

Quote from: 4maskwolf on January 02, 2014, 12:29:41 pm

Yes, wafers are one unit of material. Not one bar. Thus, we can actually get THREE times more helms than mail shirts. A full suit of adamantine armor (which to me is shield, breastplate, chainmail, gauntlets, high boots, greaves, helm) costs 31 bars. The building materials thing means exactly that: for building constructions.

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- chainmail - 2 bars
- gauntlets - 1 bar (it means 1 bar gives us 2 gauntlets)
- high boots - 1 bar
- greaves - 2 bars
- helm - 1 bar

it means that for a full suit of metal armor we need 11 bars, not 31.

Adamantine works differently. Any given object made of adamantine requires its material size in wafers, not its material size/3.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **MDFification** on **January 02, 2014, 01:01:10 pm**

Quote from: 4maskwolf on January 02, 2014, 12:44:01 pm

Quote from: Monitor Lisard on January 02, 2014, 12:41:47 pm

Quote from: 4maskwolf on January 02, 2014, 12:29:41 pm

Yes, wafers are one unit of material. Not one bar. Thus, we can actually get THREE times more helms than mail shirts. A full suit of adamantine armor (which to me is shield, breastplate, chainmail, gauntlets, high boots, greaves, helm) costs 31 bars. The building materials thing means exactly that: for building constructions.

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- gauntlets - 1 bar (it means 1 bar gives us 2 gauntlets)
- high boots - 1 bar
- greaves - 2 bars
- helm - 1 bar

it means that for a full suit of metal armor we need 11 bars, not 31.

Adamantine works differently. Any given object made of adamantine requires its material size in wafers, not its material size/3.

Don't build shields out of adamantine; it's a waste. The material a shield is made from actually has very little effect on it's ability to block shots, and adamantine isn't the best material for shield-bashing.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Grimmash** on **January 02, 2014, 01:23:33 pm**

I will start with helms for named dwarves and go from there. I think floor one has yielded some 19 wafers, and few ores remain to be processed. I'm tempted to see if there is another spire, just to try and get as much Adamantine extracted. With wealth of the fort and our ability to fulfill crafting orders, we should elevate rather quickly. I am going to prioritize melee fighters for the shiney blue armor. No offense to Grim and Mask, but they should never really be in the trenches anyway :).

There is a curiously square center to our current spire. I'm also goin to try and build magma aquaduct to surprise any unwanted guests. I figure tunneling up to the outer square and setting it up with fortifications may allow us to commit an even bigger heist than stealing the kings jewels or his life.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Aseaheru** on **January 02, 2014, 01:50:23 pm**

Heh. Flood the underworld with magma...

Then with water...

Then get all the candy...

Candy clothing never degrades, right?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 02, 2014, 09:21:07 pm**

I think that metal items that are made into clothing that degrades causes the metal to degrade just like clothing. So I'm not making any Adamantine thread...

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Aseaheru** on **January 03, 2014, 09:56:00 am**

Thats... Good then...

Well, lets get a blue hat on everyone then.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **January 03, 2014, 02:00:44 pm**

I was giving people mostly wooden shields since they are lighter, and rarely being used for bashing at the current skill levels.

Once the named dwarves and Daria's squad get helms, maybe give one to Obok and any other named fighter too.
Side note: Keeping the raw and processed stuff in the vault should let us protect it from being wasted on strange moods.

When the hollow spot is located, would dropping a plug via cave-in be easier than obsidian casting the inside?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 03, 2014, 03:18:06 pm**

It might be, but pouring magma down the throat of hell seems like more fun. And more potential for future overseers to mess up. I have so many levers in the basement!

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **January 03, 2014, 06:56:56 pm**

I thought about doing a basement lever room for the FB trap, but the distance would be a problem for activation quickly.
Which leads to one more question: will giving everyone their own dining room next to the bedroom mean less people hanging out and eating in the main dining hall?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 03, 2014, 07:00:42 pm**

Yes, it will reduce dwarves in the main hall.

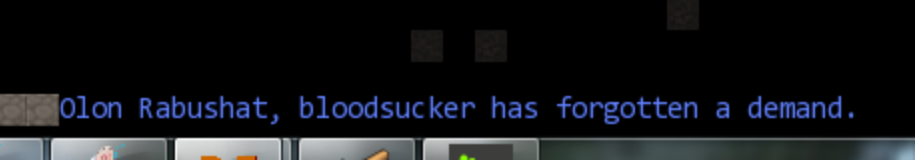
Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 03, 2014, 10:48:35 pm**

5th Hematite

Apparently a child, Fikod Sanadendok, was caught outside the walls, and was slain, as was Unib Akrullulab. Their souls may be gone, but we shall place theirs bodies in the catacombs, with our other dead.

It seems our vampire mayor forgot one of his demands. Perhaps he is slowly going mad within his little cell.

[Spoiler](#) (click to show/hide)



10th Malachite

One of our miners accidentally collapsed a section of rock into the magma sea. He was burnt to death by the mist of lava that sprayed over him. Armok forgive me, but I have ordered his corpse to be left until we can quench the flames, of his body stops burning.

21st Malachite

It appears a yak went berserk, trapped by the closed bridge beneath the trade depot. I ordered the militia to go put the beast down to prevent any unfortunate accidents.

[Spoiler](#) (click to show/hide)



27th Malachite

No migrants came to our fortress this summer. This may well be for the best, as we already have 212 souls living within our walls.

1st Galena

We have had another setback in the deep mines. A careless stroke of the pick let magma flood into the lower room, and will require recasting of the entire level. Perhaps we are digging too deep?

15th Galena

Our scouts have told me the humans are coming in to trade. I suppose it will be good to get rid of all the trash in our fortress. We have so many rotten bits of clothing and rags, I can scarcely find a place for them all. Luckily our clothiers have been producing many fine goods, and our dwarves are no longer disgruntled. Two of our miners threatened to quit digging, and I had to send them back up to get fresh clothing, lest a tantrum cause even more problems in the lava works.

17th Galena

Goblins have followed the humans to our fortress. I suppose this would have shocked in my previous term as overseer, but after all the foes we have repelled, I find myself less concerned by the filthy greenskins outside our doors. I am proud to say all our marksmen have ammunition today, so it should be a nice break from their normal doldrums.

27th Galena

As I predicted, our marksmen made short work of the goblins, with both Maskwolf and Grim raining bolts down upon the beasts. Some 15 are dead now, as the siege breaks, and more lay dying. I will send the melee squads out to clean up the wounded and stragglers.

Our trading went well. We unloaded a portion of our dirty rags for almost everything the humans had, and we will still have goods left for the dwarven caravan in the fall.

We have casted another layer of the adamantine spire, and we shall begin excavating shortly.

Spoiler (click to show/hide)



Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 04, 2014, 09:59:17 pm**

OK, another question: Is HFS breaching something we want? Because I am dangerously close to getting there. I can take it or leave it, to be honest, and I'm not sure it fits with the theme of the story so far.

Update through the beginning of winter tonight or tomorrow.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 05, 2014, 02:47:13 am**

I think we should leave it like that for a while. Although grand candyshop heist fits the theme perfectly well, we might end up with most of the main characters dead. But, if you are sure that you can handle that, go for it.

I'll mine out the last safe layer, and then leave it. I like the goal of getting the King here first. Once we do that, the madness of breaching can maybe be a fun conclusion to the fort.

26th Limestone

The third layer of obsidian is cast. I have not seen any sign of the Dwarven caravan yet. I hope they arrive this fall.

6th Sandstone

Another miner fell into magma, and he is trapped below our ability to save him. I have told them to be careful, but I fear my haste to harvest the adamantine may be clouding my judgement.

[Spoiler](#) (click to show/hide)



8th Sandstone

The mining continues to cause problems, as one of our miners collapsed another section of rock, and fell into the magma along with a bit of leftover water, casting himself into the fresh obsidian.

[Spoiler](#) (click to show/hide)

A section of the cavern has collapsed!
▶Catten Nishmor, V Miner has been encased in cooling magma.

15th Sandstone

Our strand extractors and smiths have so far created 80 odd wafers of the precious metal. I have sent orders for helms to be made of the stuff, and then we shall see what else can be made from the rest.

More unfortunate news has been delivered. While I thought only one miner had fallen in the most recent accident, it seems some four other dwarves are missing, FireCrazy among them. I have no idea what happened to her, as I do not believe she had even been in part of the mining operation. I will consign their names to memorials, in hopes that Armok takes mercy on their souls despite my mistakes.

[Spoiler](#) (click to show/hide)

Geshud Dedukudil, V Miner has been missing for a week.
Ineth Ibmatulon, Miner has been missing for a wee
Stinthäd Stukosfarash, Planter has been missing for a week.
`FireCrazy' Tangathled, Empress Consort has been missing for a week.

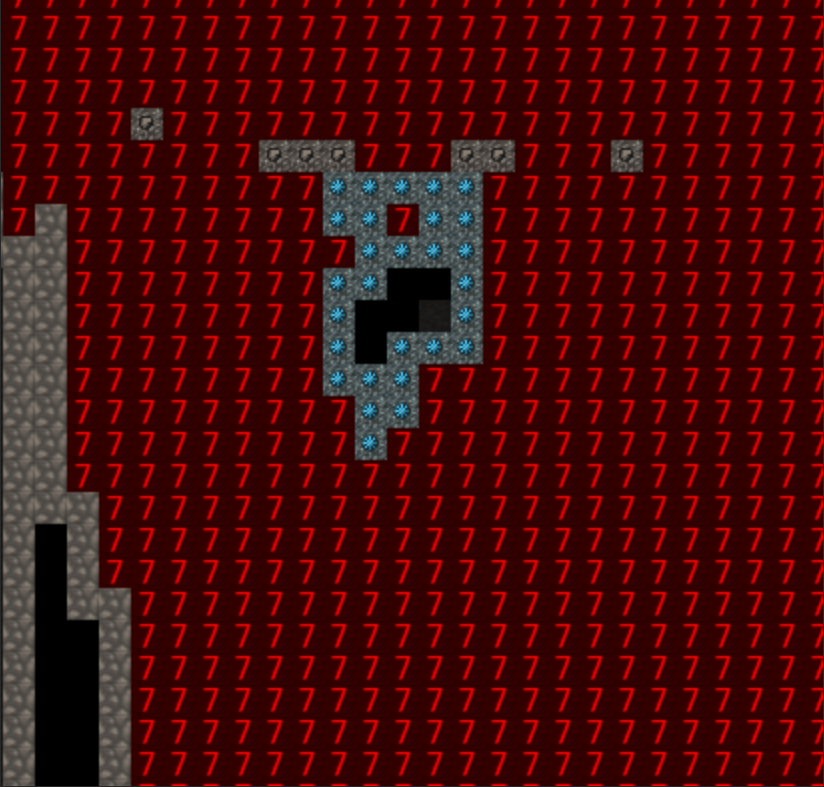
23rd Sandstone

While we have reached the final layer of lava, the miners tell me the way is lost. Any water we cast on the magma evaporates, and the magma refuses to yield. I am suspicious of digging down into the material, so we are building a lava chute, in case any ill creatures come from below. This will slow down work considerably, but it means we no longer need to worry about the arduous work of casting the magma, and the accidents that seem to plague us.

[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)



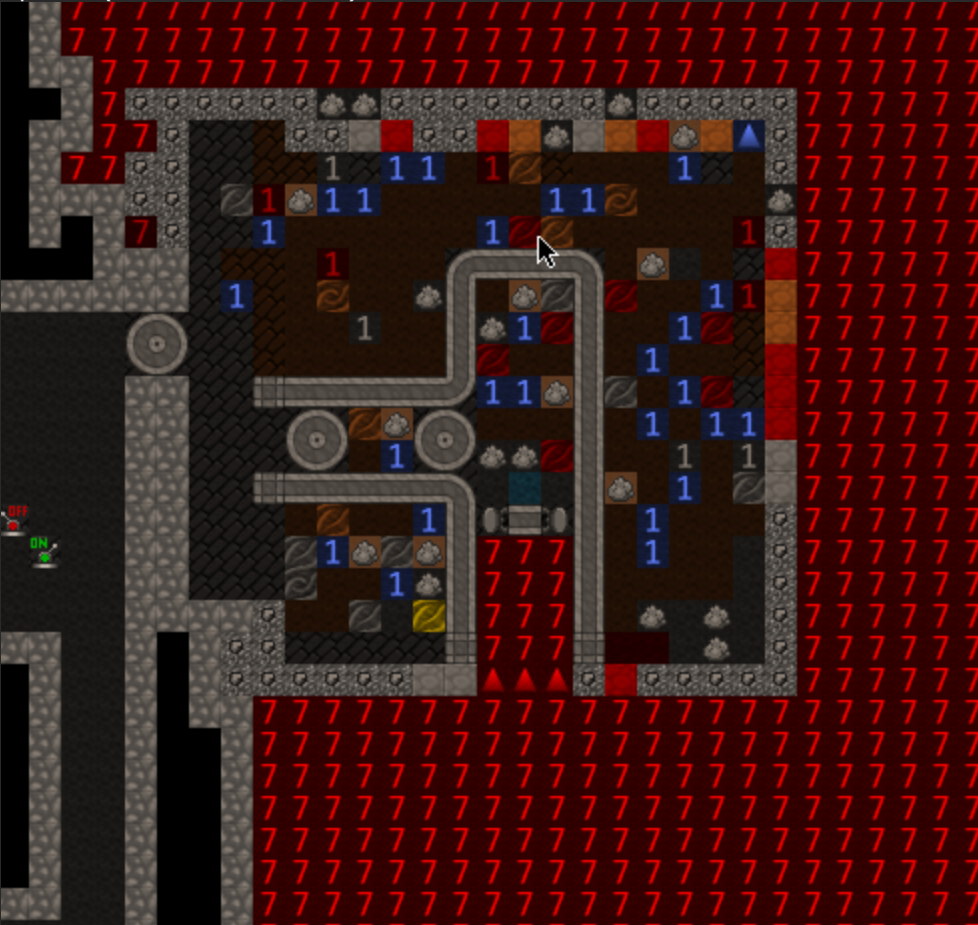
3rd Timber

Another dwarf fell, due to dehydration. I swear this adamanite is cursed. However, it protects us now as well. Nuckles, Spazbot, RoughRogue, Grim, Monitor, Maskwolf and Daria all have helms and mail shirts made of the material. I have orders in place for production of many steel items as well. I hope to see the year out with full, proper armor for all of our dwarves in the militia.

11th Timber

The magma chute is nearing completion. All that remains is to properly create the failsafe doors to contain any foul creatures that may be below the molten rock we have found.

[Spoiler \(click to show/hide\)](#)



16th Timber

Another fell beast, Rosmic, has come into our caverns.

[Spoiler \(click to show/hide\)](#)



18th Timber

Another siege has arrived, with still no signs of the dwarven traders. The siege appears to number some 30 goblins with bows, a few trolls, and few armed squad leaders. Our fortifications are complete, and we have over 3500 copper bolts for our marksmen. I told them to climb the towers, and have at the goblins until not a one is left standing.

20th Timber

Maskwolf and Grim are glorying in the bloodshed, sending souls to Armok at a shocking pace. Their bolts have already dispatched 15 or so of the beasts, and one squad is already fleeing.

[Spoiler \(click to show/hide\)](#)



22nd Timber

All of the leaders have fled, leaving a few trolls left to be mopped up. I will open the gates and send out the melee squads to mop up the field, again.

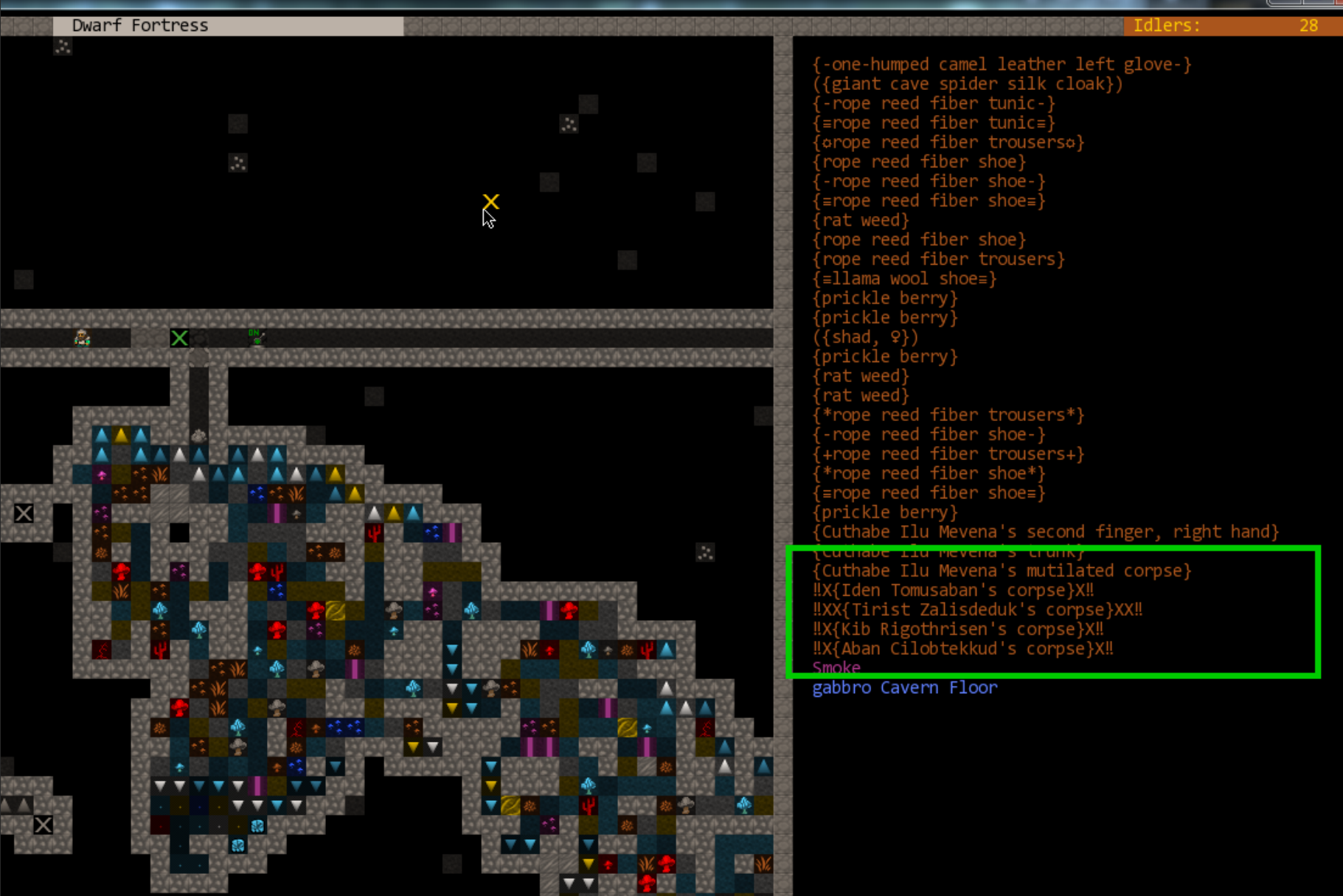
[Spoiler](#) (click to show/hide)



1st Moonstone

A mining mistake let Cuthabe the Webs of Midnight into the fort. Two of our squads went down to engage the beast, and Iden Tomusaban slayed the fiend! It was a rather one-sided fight, however in the tight spaces, four of our dwarves were set ablaze by the creature's fire, and fell, including Iden. I have forbidden collection of the fallen for the time, as I want no more issues with the flames.

[Spoiler](#) (click to show/hide)

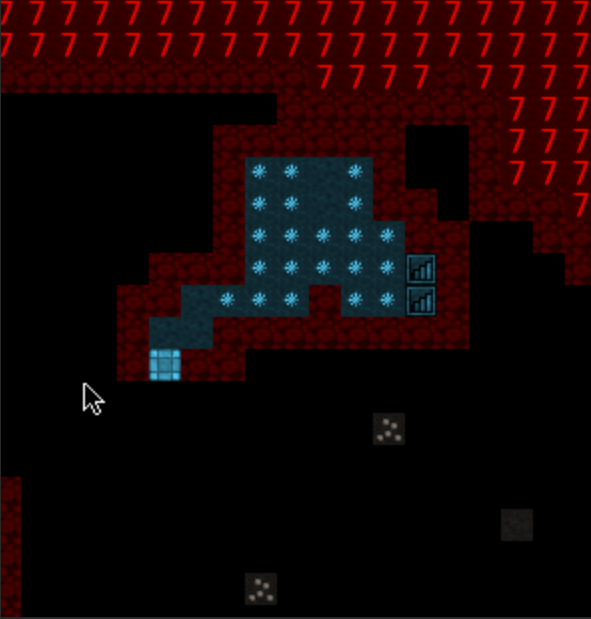


Work progresses on piercing the spire surrounded by warm stone.

17th moonstone

We have pierced down another layer. After consulting with the Cabal, we have decided to hold off on digging deeper for now. While striving to find what lies beneath may be our eventual fate, we must finish taking our revenge on the King and his kind before any other daring plans or plots.

[Spoiler](#) (click to show/hide)



Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**

Post by: **Grimmash** on **January 05, 2014, 09:42:17 pm**

29th Moonstone

We have dug out all the adamantine, and are now processing it. I have also order full sets of steel armor for our leaders in the militia, and iron for the rest. I will make sure our dwarves are properly armed!

9th Moonstone

One of the children has gone mad, Rigoth Lelumsakzul. She lost her mother and a sibling in the accidents, and we have been unable to console her.

10th Opal

Exploratory mining has found multiple seams of iron to carve out. I have ordered a large force of miners to go after this iron. We will show Armok our strength by forging more iron, and then steel.

1st Obsidian

Our patches of steel and iron armor should be complete. I am armoring our militia appropriately. I have also taken the liberty of rearranging our squads. We have many stout members of the militia who have been fighting for some time concentrated in the same two squads. I have given Nuckles, RoughRouge, Daria, Spazbot, and two other dwarves their own squads, each with four members and orders to train in pairs. I have let Monitor stay with the archers against my better judgment, as she is our nominal Baron, and I would hate to see anything happen to her.

[Spoiler](#) (click to show/hide)

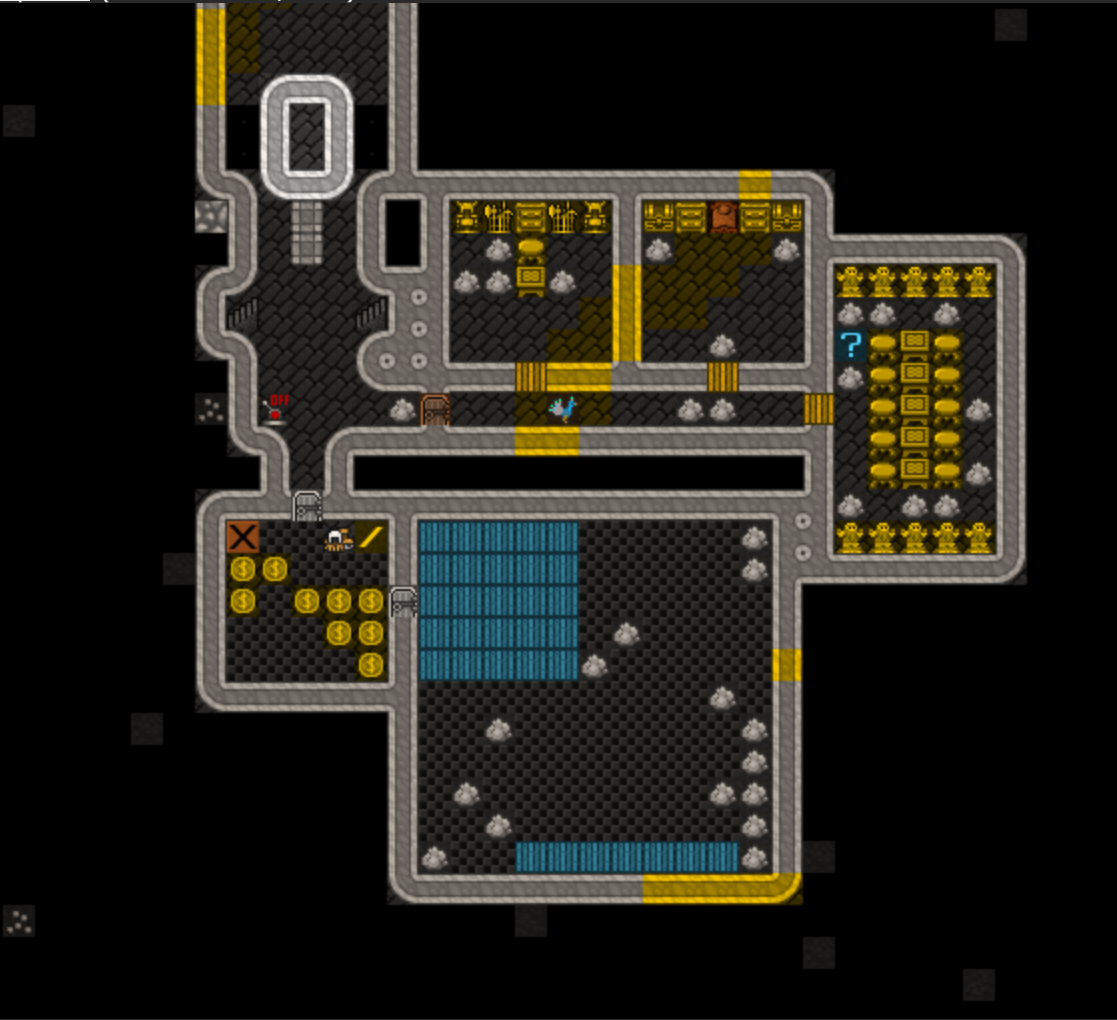
Litast Omristonul, +Jobber	Lead Dodging Demonstration
Tun Melbilvutok, Speardwarf	Lead Fighting Demonstration
Uvash Regetol, Speardwarf	Watch Dodging Demonstration
iteb Thalaltosid, Speardwarf	Watch Striking Demonstration
Logem Besmaruz, militia capt n	Watch Dodging Demonstration
Zuglar Letmosbisek, Speardwarf	Watch Dodging Demonstration
`Spazbot' Uzolzeg, militia captain	Lead Striking Demonstration
Kogsak Kubuktatlosh Idromnabreth Isden, Marksddwarf	Individual Combat Drill/Resting
Tun Libashmeb, Marksddwarf	Individual Combat Drill
Urist Losisathel, Marksddwarf	Archery Practice
Stinhäd Oltarlised, Marksddwarf	Archery Practice
Monom Othildodok, +Jobber	Organize Striking Demonstration
Erush Uzoldalzat, Wrestler	Drink
Mörul Bomreklokum, Axedwarf	Individual Combat Drill
Stukos Umriloddom, Axedwarf	Organize Combat Training
Obok Sazirod Gubeingumrash, BUTCHER	Watch Striking Demonstration
Catten Kalrethmorul, Axedwarf	Wait for Combat Training
Fath Olinebal, Axedwarf	Lead Dodging Demonstration
erith Baloltar, Axedwarf	Sleep
Zasit Solonostar, Axedwarf	Lead Armor Demonstration
Kivish Ablelmegid Bembulrerith Er, militia captain	Drink
`RoughRogue' Mosusnish Tadar Nekut, Smokin' Stuff Specialist	
`Daria' Adilsebsur Urthazlanggud, Empress	
Uzol Arkol, Tarot Reader	Wait for Striking Demonstration
Eshtën Kescalotad, Swordmaster	Individual Combat Drill
`Nuckles' Zulbanetur Aleknunur Kogan, militia commander	Drink
Logem Zanegkizbiz, Macedwarf	Individual Combat Drill
Tosid Thobkodor, militia captain	Drink
Kogsak Abirmedtob, Recruit	Watch Dodging Demonstration
	Wait for Striking Demonstration

Yeah Training!

20th Obsidian

Monitor noted that we should probably keep up the pretense that she is an honest to goodness baron a few months back. So amongst our other projects, I have dug out a suite for her near the rest of our treasures. It is decked out with enough gold to make a regent green with envy, so I hope it will work.

[Spoiler](#) (click to show/hide)



27th Obsidian

Well, it has been quite a year, and once again I failed to protect many of the dwarves under my stewardship. I take full responsibility for the lives lost in the magmaworks, near the remains of the adamantine spire, and the militiamen who lost their lives fighting Cuthabe. All those deaths will haunt me.

We did achieve much this year, though. Our militia repelled every challenge with ease, and our marksmen have nearly 4000 bolts stockpiled. We dug out some new bedrooms, solidified our path towards drawing the monarch here, armed our militia in iron, steel and adamantine, and we dug as deep as we thought prudent into the adamantine spire beneath our fortress. We still have 112 wafers of smelted adamantine left, and I leave those to the next dwarf who will oversee this fortress.

A few notes for the next overseer:

The corpses have largely been removed. If you want to dispose of them quickly, dump them into the pit on the diagram below, and use the bridge to smash them into bits.

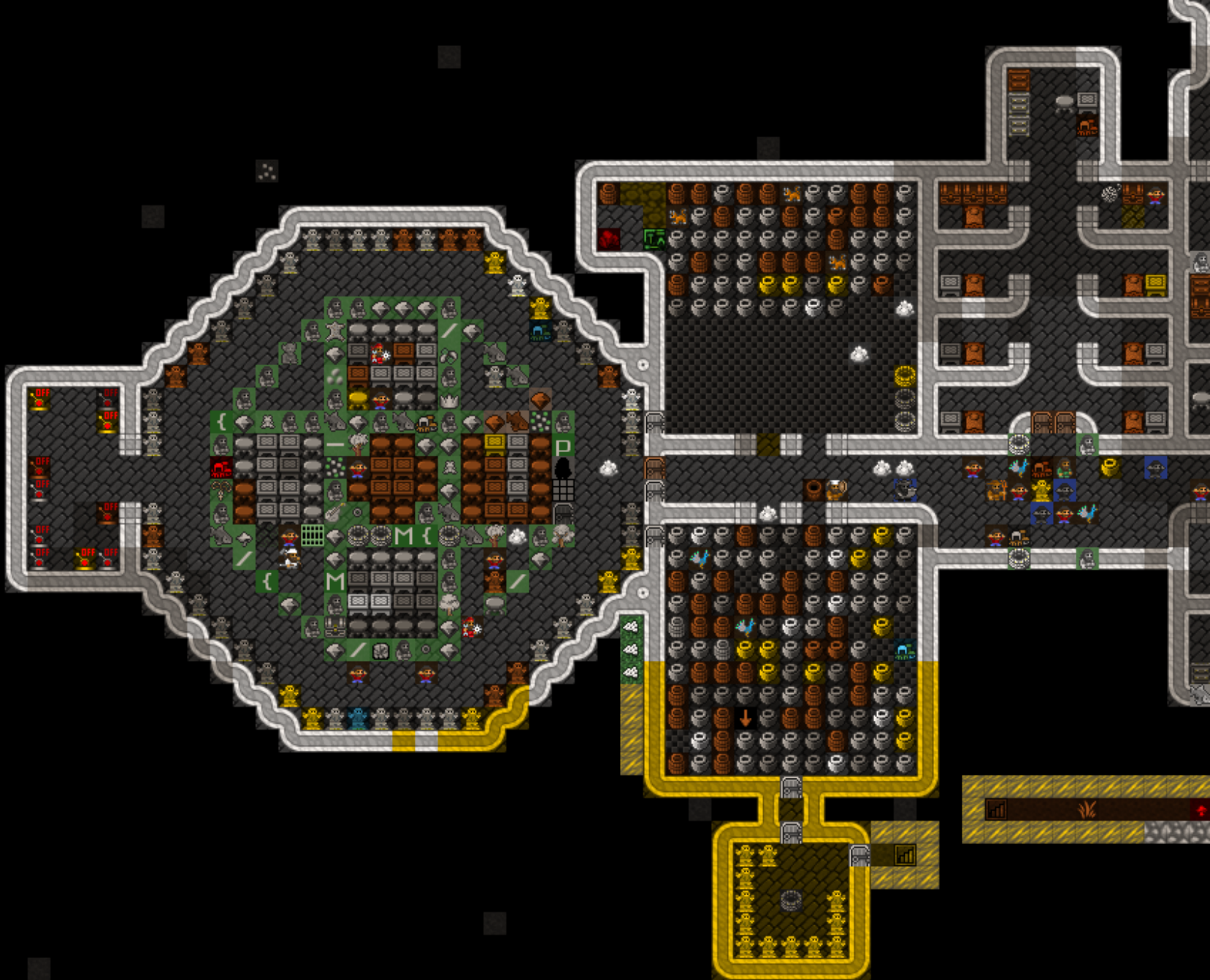
[Spoiler](#) (click to show/hide)



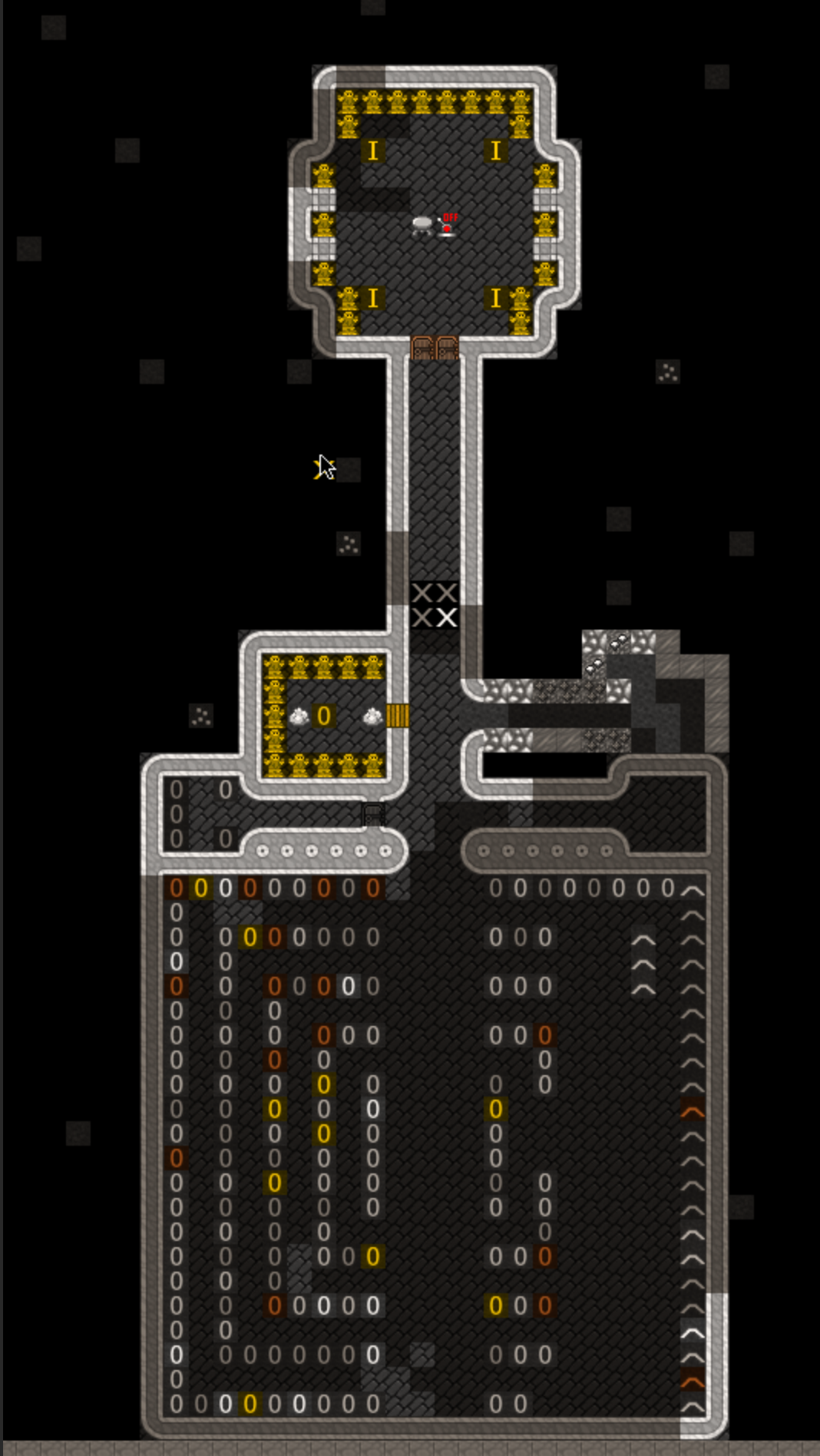
Here is another seam of hematite. I dug out two, there is this one, and one more beneath the farms.
[Spoiler](#) (click to show/hide)



We've added a lot of statues to the dining hall and the well, and there are some more bedrooms dug.
[Spoiler](#) (click to show/hide)



We have also added some value to the throne room in order to try and lure the King here:
[Spoiler](#) (click to show/hide)



Here are the magma forges. I could not get the dwarves to use the drop chute for the life of me, perhaps it will work better for you.
[Spoiler](#) (click to show/hide)



And, finally, the layers of the adamantine spire.

The first layer, with a reservoir above that was used for casting.
[Spoiler](#) (click to show/hide)



The second layer, with an archer's gallery for later.
[Spoiler](#) (click to show/hide)



Third layer, with emergency lava chute an airlock, and an extra security door. If thing get hairy, that ramp in the top right corner is connected to the cavern lake, and directly above the column formed by the archer's gallery and this level is the casting reservoir. This should be easy to re-seal if needed.

[Spoiler](#) (click to show/hide)



The uncastable layer, surrounded by magma we could not stop from boiling away the water.

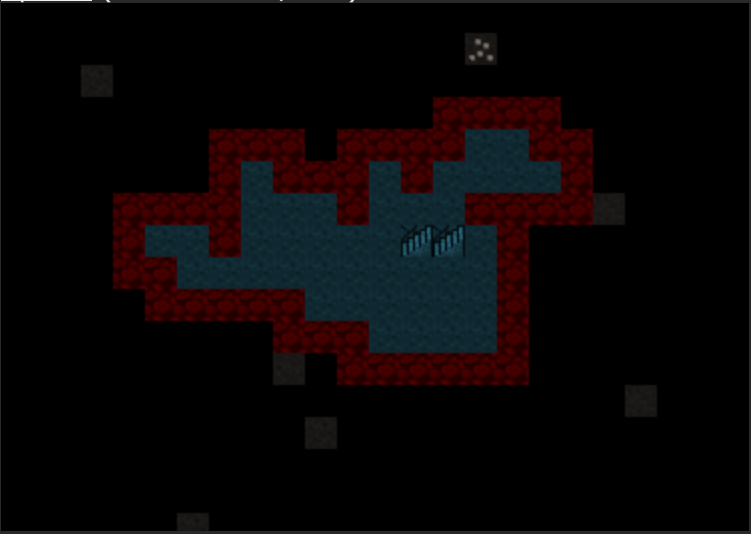
[Spoiler](#) (click to show/hide)



The first layer under the strange warm rock.
[Spoiler](#) (click to show/hide)



The final layer we dug out. Venturing deeper will surely lead to ruin. Seriously. Do not dig lower until you are ready.
[Spoiler](#) (click to show/hide)



And the final stats for the year:
[Spoiler](#) (click to show/hide)

Metropolis Mafolasdug, "Chamberdrums"											
Animals		Kitchen		Stone		Stocks		Health		Justice	
Created Wealth:		4828621				Population:		202			
Weapons:		66098				Miners		 11		Axedwarves  8	
Armor and Garb:		752458				Woodworkers		 4		Ax s  1	
Furniture:		802962				Stoneworkers		 12		Swords arves  2	
Other Objects:		1134443				Rangers		 2		Swordmasters  2	
Architecture:		924088				Metalsmiths		 7		Macedwarves  2	
Displayed:		833802				Jewelers		 1		Mace Lords  None	
Held/Worn:		314770				Craftsdwarves		 13		Hammerdwarves  None	
Imported Wealth:		237372				Nobles/Admins		 6		Hammer Lords  None	
Exported Wealth:		31382				Peasants		 3		Speardwarves  6	
Food Stores:		11210				Dwarven Children		 85		Spearmasters  1	
Meat		247	Seeds	1515		Fishery Workers		None		Marksdwarves  4	
Fish		22	Drink	5560		Farmers		 22		Elite Marksdwarves  None	
Plant		1416	Other	2450		Engineers		 4		Wrestlers  3	
						Trained Animals		 1		Elite Wrestlers  None	
						Other imals		 84		Recrui Others  3	

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 05, 2014, 09:48:03 pm**

Save here:

<http://dffd.wimbli.com/file.php?id=8295> (<http://dffd.wimbli.com/file.php?id=8295>)

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **January 06, 2014, 11:13:43 am**

Talk about rich, that is a lot of blue. I'm guessing the vault couldn't hold it all. I'll do a journal entry for Nuckles tonight once I look at the save a little.

Are you ready to go Maskwolf, or should we pass on to RoughRogue?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 06, 2014, 11:47:40 am**

I expanded the vault, but a lot of the blue got used in helms and mail shirts. I think i ised about a third of it that way. For next steps, i would think a few weapons and then maybe a few more pieces of armor. By the way, once the current armor jobs are done, we should be able to fully outfit our troops in iron, and our named dorfs in steel. We could go up to steel for everyone, just need more wood.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 06, 2014, 01:01:31 pm**

That adamantine works really redused our miners' population. We'll have to be more careful next time. By the way, Firecrazy is male, and he is the loverboy of Daria. I hope she woun't go tantruming about it. About Monitor Lizard - she already had good quarters, so there was no need to move here there.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **January 06, 2014, 01:22:31 pm**

Journal of Grim, Broker and Marksdwarf of Chamberdrums

The adamantine mines have been plumbed to their depths and their riches seized by the hands of artifice. The value of our new bounty far outweighs the petty gold that came before, indeed to look upon it is to feel as if I was in the midst of glorious bloody battle.

Still, things will come for our new wealth. Goblins, kobolds and all manner of beast will seek to take this from us. But we are ready, we have bolts and blades enough to crush any army.

I long to try.

Blood will wash over adamantine armour and run in rivers to the depths of the world, and those that scream in the darkest places will sense the sacrament we offer to Armok and roar with rage.

All will perish before we surrender even a portion of what is ours.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 06, 2014, 01:23:31 pm**

Yeah, mistakes were made. Although I always dug from the outside in, so i am not sure exactly how the collapses after the first one happened. And i think that FB had some sort of dust syndrome, as the dwarves that died weren't all on fire at first, but refused to move and then lit on fire. Could have also been all the smoke. At any rate, it was all grunts, and now everyone has better armor. As for the rooms, Monitor is the Baron now and was not at all satisfied with the current rooms. I also figured it would be useful for appearances. Someone else could always tear it down. Daria was showing no signa of tantruming. Outside Daria, two of the dead were in the same family, hence the other child being sad, and my placing of all the statues i forgot that i built.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **4maskwolf** on **January 06, 2014, 06:34:25 pm**

Move me to the bottom of the list. Exam time for me. :(

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **January 06, 2014, 08:28:17 pm**

Personal Diary of Nuckles
It's been nice not having to write in this thing every single day, but I figured it would be good to lay out some of the stuff that happened recently. Things have been going great I suppose, for a cheese maker Grimmash had some pretty solid plans for us to mine that Adamantine. And the magma forges are pretty tricked out too.

I was sorry to see Spazbot take over his new squad, the "Bridges of Glorifying". We had some great sparring sessions over the years. He took Obok the butcher with him, but I don't care. My buddy Tun is on a crutch too, and he's almost as good as Spaz.

Oh, and Rough Rogue took over the all girl sword squad the "Oars of Bearing" a while back too. I figure it was right around the time her husband died in that mining accident. After FireCrazy 'fell' into the magma, miners started dieing faster than goblins under a drawbridge. Strange things happen down there in the Adamantine mine, I let some other dwarf go down to handle the mechanics.

Well I guess that's enough for now. When looking at this paperwork I noticed some of our fighters are still assigned to cut wood. It's hard enough keeping recruits alive without them dropping all their equipment! I'll go have a smoke with a couple and tell them how it is.

--- ---
OOC:
I think we have a new named fighter: Fath the "Portentous Grasping Lancers of Simplicity".

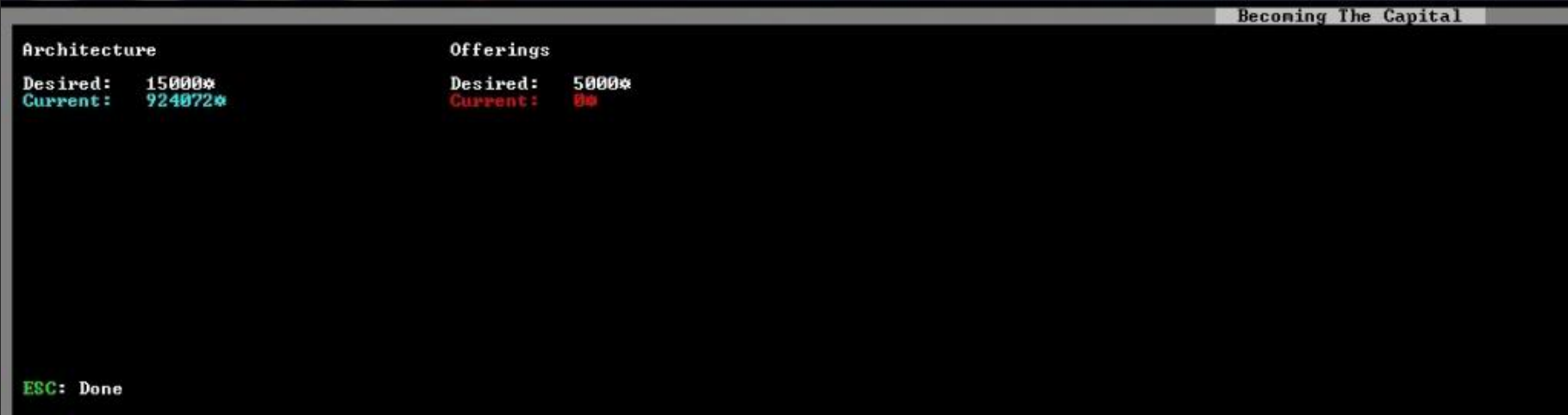
We have 550 blade weed plants but no seeds. I suggest we sell some to mountain home and mill some others so we can plant a fresh crop.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 06, 2014, 09:31:13 pm**

Yep. I tried to give the militia with extra names some adamantine, to keep them around. I also split the squads based on skills, with at least one member high in teacher. I disabled marksmen training. With all the sieges, they'll get plenty anyhow. This way there will be less bolt shortage. Another fun note I forgot is that the ammo stockpile in the central tower takes from the giant stockpile in the fortress, so the central tower should always have enough bolts to weather a siege. They may mostly be copper, but they kill goblins just as well as the next thing. One thing I forgot to do was post the kill lists for the named dwarves. They should be pretty fun lists at this point.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 07, 2014, 11:59:46 am**

Offerings worth 5000 dwarfbucks? We are so close to comleting the task! Chamberdrums will soon defeat it's arch enemy!



(<http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrumsking.jpg.html>)

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **January 07, 2014, 12:04:01 pm**

How full is the trap? We could get his *royal beardness* here any time we wanted, hell he might just show up for the adamantine.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 07, 2014, 12:08:01 pm**

Quote from: Grim Portent on January 07, 2014, 12:04:01 pm
How full is the trap? We could get his *royal beardness* here any time we wanted, hell he might just show up for the adamantine.

The trap is alredy finished and lined up with gold statues and barrels of cheese.

By the way, the position of a champion is vacant right now. What does he do? Anyone willing to take it?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grim Portent** on **January 07, 2014, 12:26:16 pm**

Champions train the army with no reference to squads. I'm willing but my skills may not be suitable.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 07, 2014, 03:37:22 pm**

Actually the trap rooms got cleared out, aside from some cheese, before my turn. Somone took out all the stone on the top level a long time ago. I did not remember to refill them, so the next overseer should fill those rooms. I recommend lots of gold for the greedy king. We want to make sure he gets properly rewarded when the switch is pulled.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Ruhn** on **January 07, 2014, 07:26:19 pm**

I didn't even notice that the stockpiles were gone! I guess that will be the next major project to work on. Maybe forbid things as they are stored so the stockpiles don't get used up.

We can offer a little gold crafts and easily get that 5,000 for the offering.

Is Rough Rogue next then?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 07, 2014, 08:43:44 pm**

Not even a major project really, the stocks are not that large :). It's just that there are 4 of them.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **RoughRogue** on **January 08, 2014, 09:45:11 am**

Sorry guys. Browser cancels Download Save: Too lazy. If I won't make it work in next 3-4 days, next player gets his turn.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 08, 2014, 10:25:19 am**

Quote from: RoughRogue on January 08, 2014, 09:45:11 am

Sorry guys. Browser cancels Download Save: Too lazy. If I won't make it work in next 3-4 days, next player gets his turn.

Don't worry. If no one gets to it, I'll do another intermission (after my exams or between them). We also have Autority2 on our list. Anyway, I'm really eager to finally bring the king to the fortress. :)

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Authority2** on **January 08, 2014, 12:17:27 pm**

I'm here! Should I wait for Rogue or start now?
I'd like to read the thread more thoroughly and make notes (only did the first page of 50) so I'm okay with either.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 08, 2014, 12:31:13 pm**

I'd say raed through to get a feel for the characters others have written. You could very well summon the king, so it would be nice if that could be approached understanding how the various dwarves see it. And you have some time.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **ColdBones** on **January 09, 2014, 04:54:58 pm**

PTW

I hope that skeezy king gets what's coming to him!

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 10, 2014, 04:33:54 am**

So, how is it going, Rough Rogue? Was it possible for your browser to downlosd the save?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Authority2** on **January 10, 2014, 05:33:19 am**

I've finished reading and done half the year. Zombies invaded and we lost some woodcutters or masons. I recreated the Great Wall of China though, it should be done soon. After I'm done I'll screenshot from recorded movie and write a story.
Oh, the forges are done with making armor now. Should I make more?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Grimmash** on **January 10, 2014, 10:04:05 am**

There should be full sets for all current militia if you let my orders finish. You just need to make sure it all gets equipped. But we do have a ton of iron.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **RoughRogue** on **January 13, 2014, 05:22:58 pm**

Carps. Just got it, but it seems too late for me. Well, it's better for Chamberdrums to skip such an overseer. Who knows what could happen if the half-mad axedwarf gets an unlimited access to blade weed stocks... Whose turn is next?

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 14, 2014, 12:42:29 am**

It's Autority2s turn now, and she took it already, but we haven't heard anything from her for a while.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Authority2** on **January 14, 2014, 01:01:17 am**

I'm still doing it, no worries :3

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **RoughRogue** on **January 15, 2014, 05:20:48 am**

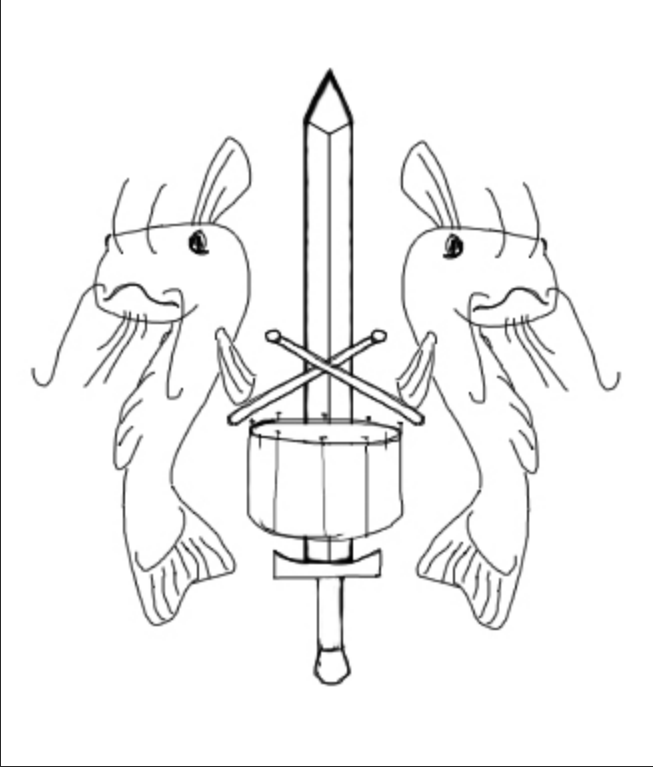
And after her, is it Maskwolf or me who gets the turn? Update the players' list plz.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **4maskwolf** on **January 15, 2014, 05:44:07 am**

Go ahead, RoughRogue. I don't have time right now for the game.

Title: **Re: Dorfday: The Heist - Rich dwarves wearing tatters (Players are welcome!)**
Post by: **Monitor Lisard** on **January 15, 2014, 06:57:25 am**

Updated the turn list. While Authority2 is playing, here's my variant of the flag of Chamberdrums. Two black bullheads are a symbol of the local dwarven civilization.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrumsflag.jpg.html>)

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 15, 2014, 12:03:40 pm**

It's Authority2, there's a "h" in it.
Progress on the story is being made at breakneck speed, with a grand total of just over five sentences and zero illustrations! At this rate, it'll be ready before the end of the week... hehe, I'll try harder :3

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 15, 2014, 12:13:20 pm**

Quote from: Authority2 on January 15, 2014, 12:03:40 pm
Progress on the story is being made at breakneck speed, with a grand total of just over five sentences and zero illustrations! At this rate, it'll be ready before the end of the week... hehe, I'll try harder :3

Yeah we are anxious to get our hands on an update and make journal entries saying how much we ~~fear for our lives~~ enjoy your rule as crime boss!

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 15, 2014, 01:10:29 pm**

Quote from: Authority2 on January 15, 2014, 12:03:40 pm
It's Authority2, there's a "h" in it.

Yeah, thank you. :)

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 18, 2014, 10:59:12 am**

28 Obsidian, 136
19:05

In a dark chamber deep beneath the earth, seven figures, features hidden by heavy hoods, congregated.
A candle flared into life.
"We have a problem," Monitor Lizard said, her muffled voice echoing around the empty room.
She paced around the room, her cloth shoes making no sound on the smooth stone floor, then turned around dramatically with a swirl of her cloak.
"Grim." she said, pointing to him. "Nuckles. Da-"
"Hey now, what's the point of wearing disguises if you're gonna say our real names?" the half-named cloaked figure interrupted. She threw back her hood, shaking out her long green (green?) hair. "I dyed my hair for this, you know?"
Nuckles threw back his hood too. "Is that blade weed I smell?" he asked dreamily, following his nose like a dog. Daria swatted him.
Maskwolf looked puzzled. "Why would you-"
Monitor cleared her throat. "A problem!" she repeated. She lifted her hand to point again, then thought better of it. "All of us who were in the conspiracy to kill the king-"
There was a gasp. Monitor looked to the last hooded figure.
"Um. Nothing. I'm... just, uh, surprised- no! I... was mining earlier. Yeah, heehee, heavy labour, nothing special!"
A sigh.
Succinctness. That was the key. "We need a new overseer. And we're out of people who know."
The baroness turned in front of the candle, her cloak swirling and stirring the shadows.
"The king could very well come this year. We have to-"
Her nagging unease suddenly leapt to the forefront of her mind. There were six cloaked people in front of her... and six conspirators. She swore - she'd forgotten to count herself!
"A spy!" she shouted. One of the figures squeaked and looked around in a panic. "I'm sorry! I didn't know!"
Just then, the candle ignited her cloak and the room dissolved into chaos.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **4maskwolf** on **January 18, 2014, 11:50:09 am**

From under her cloak, maskwolf whipped her crossbow around, slamming it into the unknown dwarf. As he/she fell backwards, Maskwolf shoved the loaded crossbow up under the dwarf's chin.

"Choose your next words very carefully, or this bolt goes straight into your skull."

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 18, 2014, 12:44:49 pm**

From the diary of baroness Monitor Lizard von Chamberdrums, Dame of the Order of Empress Daria:

"About five days ago I recieved a rather short note from one of my long-time acquaintances, Komodo Dragon. He informed me that he had discussed the situation with the most competent ringleaders. Our weaponry export turned out to be an effective way to start the unrest. Angry mob will soon overrun the streets of the Mountainhome, seeking for royal blood. The king will immediately travel to the safest place

possible - to the loyal barony of Chamberdrums. Huh...

I decided to gather a meeting tomorrow to plan our further actions. First of all, we need to choose our new overseer. Grimmash said that he was tired of running this place - I understand him so much.

There is one more thing... If we manage to kill the king, what should we do next? A few years ago, I would have said "Leave this place" without hesitation. But now... It feels like I'm at home."

OOO note: Great story so far, Authority2! :)

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Timeless Bob** on **January 19, 2014, 02:13:53 am**

"Empress" Daria just smirks a bit - a possibly unfortunate addition to our cabal is not an unplanned for event - why would she have been training dagger assassins, except to someday use as her own personal weapons? Loyalty is made in the fires of devotion and *devotion* is formed from carefully molded dreams and deceptions. Such a tool can be flexible, yet withstand generations of abuse if crafted properly.

What happens after the regicide? What always happens? CONQUEST!

Birth, life, death, rebirth, the cycle is unending, so the death of one royal line precipitates the birth of a new one. When the King falls under the gold and cheese, when his last breath is smothered under sumptuousness, in the chaos of the Mountainhomes: this is the fertile ground from which new authorities will arise! We here in this small hame can then venture forth leading our carefully indoctrinated disciples to bring to glory the Living Gods. Who but Deities Incarnate dare slay a king? Our actions are our proof and the beliefs of those proofs shall bring us untold riches and power. What do we do after slaying the King, you ask? We seek immortality and reign for a thousand years.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 20, 2014, 12:21:32 pm**

28 Obsidian, 136
19:07

Nuckles limped over and used his crutch to put out the flames on the intruder's cloak. *Who could have found our secret meeting? They better not be here to steal our drugs or treasures!! Oh, Maskwolf looks ready to use that thing, I better back off to a safe distance...*
Nuckles moves over to the side and gets his mace ready. *If that maniac starts a shooting spree, I'm gonna have to knock her out for a bit.*
"Better get talking, if we find out you're working with the Kobolds a bolt in the skull will be the LEAST of your worries!"

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 20, 2014, 01:20:20 pm**

28 Obsidian, 136
22:45

From the diary of 'Authority2' Rockswad, Engraver

Dear Diary,
I'm starting a diary today because *whispers* tomorrow I'm going to be the new overseer! :D
So I thought, right, I want to write a book so everyone in the future will know the grand tale of my story, as the overseer who led, or I guess am leading (will lead?) Chamberdrums into a new age! Great, right?
Now you might be wondering how this happened.
A few hours ago, I got this creative itch. You know how dwarves sometimes get inspired, and they work all night and make legendary artifacts? I felt like the time had finally come for me! So I got out my chisel and went to one of the walls in the main corridor (so everyone could see it after it got done) and then I stared at the wall for ten minutes but it was a false alarm. What a downer. So I just half-heartedly engraved some crossbows and called it a day.
And then on my way to get a drink, I heard some noise from a side corridor I'd never explored. Not mining-noise either, it was fighting noise. So I opened the door.
Some dwarf was pointing a crossbow at another dwarf on the floor, another one was holding a mace threateningly, and the other four were on fire.
They all looked at me.
"What's happening?" I asked, coughing a little in the smoke. "Is she a separatist? Or a renegade?!"
Then they said they'd make me overseer if I promised not to tell anyone about this, and they showed me the baroness, who was on fire, and the previous overseer, who wasn't, and then they pushed me out and slammed the door on me.
I liked the one with the crossbow. You can always tell a dwarf by the weapons they carry.
Tomorrow begins my reign! I'm so happy.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **January 20, 2014, 05:49:47 pm**

Well that was unexpected. :P

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Evilsx** on **January 20, 2014, 07:33:06 pm**

Mind if I get dorfed in the next possible migrants, as the name of 'Grey Man' :P

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 21, 2014, 02:40:11 am**

Quote from: [Evilsx on January 20, 2014, 07:33:06 pm](#)
Mind if I get dorfed in the next possible migrants, as the name of 'Grey Man' :P

Sure thing. I'll add you to the list.

Thing are going rather slow, I see. Any help required, Authority2?

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 21, 2014, 05:37:12 am**

It's because I learned of the hermit challenge and I had to try it out. I'm finished now though so it's okay :3 (she fell one storey from channeling her own tile, then broke an arm and somehow died from it)

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 21, 2014, 01:10:40 pm**

I think we need some criminal records for Authority and Grey Man so we can trust them.
Nuckles would be very suspicious of some "honest citizen" who just shows up.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 21, 2014, 01:43:13 pm**

"Authority2" hasn't been told anything, though. She's kept in the dark, like a plump helmet.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Timeless Bob** on **January 21, 2014, 04:41:04 pm**

Quote from: Authority2 on January 21, 2014, 01:43:13 pm
"Authority2" hasn't been told anything, though. She's kept in the dark, like a plump helmet.
But, *and this bit is important*, not eaten with relish or pulped and brewed into a syrupy wine. Because that wouldn't be very tasty at ALL.

...I'm moderately certain...

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Evilsx** on **January 22, 2014, 07:07:18 am**

Time to write up an back story, WOOOO.

Diary of Zust, 121, Slate
*Seem like today is the day I fight for the KING, the man who rise our people to glory and wealth, the man who shear weight bought us to this place and will guide it to the end for his or Mountainhome days, and I will be glad...
The local Commander has choose both me and my sister for the new squads to make sure that Mountainhome stay safe from what deify its glory, He was smaller them most of our kins here and seem like the high life has taken him with the fat he was carrying with him and barely look like he use that axe he carry with him...*

Tomorrow, the training will begin and we will become ready for ANYTHING, be it goblins and other monster that will dare try to rise higher then that is us, DWARFS...

121, Limestone
*Today I am put into my first real fight, not something an Dwarf forgets, as its is the first thing you remember, the first time your blood moves and you feel it pump into your vein's and show the gods that you are ready for anything...
But it was not an goblin or beast of unknown to us, but an drunk 'Ex-Hammer' Dwarf, he was at the meeting hall as I was eating, defying words about our king and Mountainhome, I told the geezer to not speak about him and this place in such way and he told me "That an person that never seen blood spill onto the ground should learn what that Ol' Bag really dose for us", so i slam my fist into his face and knocking him down, with blood running down his nose and I answer...
'I am not just some Ol' bag and nether is the king, I am his sword and where he points me, I will attack, and if you dare try to think your are higher then him or me, as he lead us to where you choose not to face, and I will fight it for him, then you should bow to me and him, as we fight to keep our home safe and while your deify to help".
He look back to me and...Laughed... Saying "You may think that now, but as soon as you seem that...DWARF...You will see that he is not what you think he is, and you will become what I am, an broken Ol' man that has nothing for looking into an false truth".
Then he just walked away, smiling as he won an battle, but I will not fall for this false LIES about our king, he is only speaking such way to make me break and run away when i truly fight an real threat, not him and truly not the king...Right?*

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 22, 2014, 07:49:24 am**

From the diary of baroness Monitor Lizard von Chamberdrums, Dame of the Order of Empress Daria:

"Un-friggin-beliavable! Yestarday during the meeting we managed to catch a spy in our ranks! Although I am still not sure if he is a spy or just a random dwarf passing by, we decided to hold him in captivity until the king comes. Actually, as we don't have any kind of law enforcers here, it was hard to choose the place where to put him. Daria said that our vampire mayor (Is he still a mayor?) would enjoy to have a new roommate, but I thought keeping this dwarf alive will be a better option for Chamberdrums, even though I want to shoot him in the leg. You know what? That asshole ruined my dress! My brand new giant spider silk cloak is now completely mangled! Now I'll have to wait until a caravan comes to buy a new one.

*I was so irritated that, when a diplomat from the Mountainhome showed up, I said him to go f**k himself. He seemed a bit offened, so I decided to show him out adamantine stockpile. He quickly became friendlier, and then we discussed some things related to the king's visit.*

It seems that Nuckles is up to something. Our mechanic claimed a brewery and hauled a bunch of large bags there. He's also wearing a strange robe with a crystal glass visor. I asked him what he was doing, and he told me he was "cooking". Cooking what? Obviously, something that the Mountainhome guards would not approve of. Also, it seems that Rough Rogue is giving him a hand, gathering different herbs and mushrooms and bringing them to his place."

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Evilsx** on **January 22, 2014, 08:33:02 am**

This part of the diary is burned, only small part remaining...
128,
...Called to Vault...Sister was just sent to vault guard...Lasted words was "Fight for what is real...DEATH TO THE BITCH THAT...Blood for Blood, Family for Family...

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Evilsx** on **January 22, 2014, 08:58:52 am**

135,Timber
*7 Years...7 Years since I was put into this jail, look down the Dwarfs I called 'Brother', that I fought in the dirt, mud and dust of our 'Mountainhome', now this place look like an husk for what it has been...And i been hoping that I would be taken by an death soon then stay in an place of lies and falsehood...I know how that dwarf is laughing about now, I hope he is happy now..
I been told for an new 'home' I could take, only went with it because of hope that i might die on the journey there, only to hear my fellow 'prisoner' that this place is taken control of the peoples that caused my rock-bottom fall, the death of my sister and that forced me to kill that Commander that put her into that place, and barely cared about her or me...
I will find this 'Crew' and shown that dwarf what hell I will be put on them that should for happen 7 years ago...*

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 22, 2014, 09:44:45 pm**

Personal Diary of Nuckles

There is something that we need... but I doubt the caravan can smuggle it to us. I think we have the stuff to make it here, but I'm going to need help. For now I'm gonna keep it under wraps, let's see how it shakes out.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Evilsx** on **January 23, 2014, 07:17:51 am**

Diary of Zusto Grey Dwarf, 136, Granite

The wind and open air feel different from the years I spent in the stone walls for my mind, I hope for an better home then that was given to me but I known this place will be fill of scum and 'Misfits' of Mountainhome, and with-in them will be the Crew that choose to their own Greed like the Idiot king and will kill and thrown life as an 'resource', I known that they are welcoming that rock to move their now, an more 'Stable Place' them Mountainhome due to the riots and dwarfs trying to take it away from him as said by these 'Prisioner'. But my revenge will be planned and slow, I will find the 'Leader' for these thugs and kill him/her first, and their last breath will be of me showing them and the people of this place the true greed that drives them, then only after the last member of this crews dies, I will be happy and rest in peace

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 25, 2014, 12:22:36 am**

The caravan was ambushed and the king didn't turn up. :(
I dunno if these two things are related though?

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 27, 2014, 03:42:44 am**

Quote from: Authority2 on January 25, 2014, 12:22:36 am

The caravan was ambushed and the king didn't turn up. :(
I dunno if these two things are related though?

Did you give the needed presents to the caravan? Before the king comes you need to offer them some items worth 5000 dwarfbucks.

By the way, I don't want to sound offensive, but you turn takes a bit too long. There is no actual time limit in the rules, but could you probably post more shorter updates, or a bunch of screenshots? There are other players who are waiting to claim their turn. We can assist you if you are having some troubles with goblins or something, but we just don't know the current in-game situation. If you don't have time to play this one, you can always upload the up-to-date save here.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 27, 2014, 08:03:27 am**

They ended up not making it because of the ambush, so I didn't get to offer anything.
I'm sorry for the delay, it's because I wrote myself into a dead end. I have plenty of time, I'm just terrible at writing. Is it okay if I just say what happened and let everyone do the story thing?

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 27, 2014, 12:10:59 pm**

Quote from: Authority2 on January 27, 2014, 08:03:27 am

They ended up not making it because of the ambush, so I didn't get to offer anything.
I'm sorry for the delay, it's because I wrote myself into a dead end. I have plenty of time, I'm just terrible at writing. Is it okay if I just say what happened and let everyone do the story thing?

It's fine, you don't need to write the whole story. We'll take care of that. :)

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 27, 2014, 12:22:33 pm**

Quote from: Monitor Lisard on January 27, 2014, 12:10:59 pm

Quote from: Authority2 on January 27, 2014, 08:03:27 am

They ended up not making it because of the ambush, so I didn't get to offer anything.
I'm sorry for the delay, it's because I wrote myself into a dead end. I have plenty of time, I'm just terrible at writing. Is it okay if I just say what happened and let everyone do the story thing?

It's fine, you don't need to write the whole story. We'll take care of that. :)

I agree. Maybe something that one of us post will give you an idea for the next part of the story. My updates aren't fantastic either, I just write how I think my guy would react to the different situations.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Grimmash** on **January 27, 2014, 01:26:44 pm**

I tend to start each turn with a strong idea, and that gradually fades to blow by blow reporting. No need to worry about it. It's all just posting for entertainment. We are writing DF, not literature here.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **RoughRogue** on **January 27, 2014, 05:29:38 pm**

Don't worry, I'm too busy here to play DF. So you can continue your literature exercises up to next tuesday, if Maskwolf is ok with that.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 28, 2014, 02:40:27 am**

I built a wall around the map edge, and then zombies invaded before I finished. Then I had trouble figuring out which lever did what, and apparently a sneaky thief died right in the door that was supposed to seal off the rest of the fort from the entrance. It seems that one of the levers and bridges aren't connected, but I already forgot which ones. Luckily, weapon traps kept the zombies out until I got it figured out.
After that, I just let the markdwarves snipe them from the tower, occasionally opening the gate so they could path closer into shooting range, and the siege ended.
Then the caravan came together with an ambush, and there were two diplomats for some reason. They all got killed before I could send the military out there, since there was unfortunately a defensive wall in the way.
My dwarf is being a tyrant and demanding adamantine furniture, and the masons are making microcline ones and polishing them so they

look shiny. She also engraved her overseer office herself, with crappy low quality engravings. And lastly we had a clothier mood that made... I think it was a thong, but I can't remember.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 28, 2014, 04:32:24 am**

[Quote from: Authority2 on January 28, 2014, 02:40:27 am](#)
I built a wall around the map edge...

Hey, does this mean that migrants won't be able to get into? Remember, we need a king to come in.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 28, 2014, 06:50:41 am**

It only covers the right side, of course, so that things can still come in through the left.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 28, 2014, 07:37:27 am**

[Quote from: Authority2 on January 28, 2014, 06:50:41 am](#)
It only covers the right side, of course, so that things can still come in through the left.

But, if I am not mistaken, zombie sieges arrive from all sides.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 28, 2014, 01:19:14 pm**

Personal Diary of Nuckles
I went to visit Authority today. With all these new rules and demands I can see how she got that name!! It's bad enough having towers giving away the entrance to our hideout, but this wall is even more obvious. Well, I guess my outdoor drug plantations are to blame also.... Anyway, I asked very nicely for the wall project to stop, and suggested she focus on adding 'bling' around the fortress since we have all this gold laying around. All the better if there was a nice statue in the training room of me striking a menacing pose next to some dirty Kobold cowards.

Then I tried to cheer Authority up a little about the caravan- "It isn't the first one that got jumped. I know it hurts our reputation with the king and all, but it's only a minor slowdown to our scheme." Letting the plan slip like that was a mistake, so on my way out the door I said that I would come back and break her knees if she doesn't start being nicer to everyone.

--- ---
OOC:
[Quote from: Authority2 on January 28, 2014, 02:40:27 am](#)
...I had trouble figuring out which lever did what, and apparently a sneaky thief died right in the door that was supposed to seal off the rest of the fort from the entrance. It seems that one of the levers and bridges aren't connected, but I already forgot which ones.
Most levers and bridges should be labled with (N)otes. The outermost drawbridge didn't have a lever in the dining room as of my last turn, but I think a lever on the surface will still activate it.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Timeless Bob** on **January 29, 2014, 06:09:58 am**

Here's a thought:

make a "dimple" in the wall deep enough to build a Depot, then put a pitted drawbridge in front of it and a couple doors behind it. Link the bridge and doors to a single lever and suddenly there's a defensible area for a caravan pretty much right on the wall. (Also, if you're gonna wall, wall all around, otherwise, what's the point?)

Throw up a couple archer's towers to either side of that "dimple" and now you basically have a defensible "gatehouse" too.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 30, 2014, 02:25:02 am**

[Quote from: Monitor Lisard on January 28, 2014, 07:37:27 am](#)
[Quote from: Authority2 on January 28, 2014, 06:50:41 am](#)
It only covers the right side, of course, so that things can still come in through the left.
But, if I am not mistaken, zombie sieges arrive from all sides.
The wall can't be built on the map edge, so there's a four tiles of space all around it that caravans and zombies can walk through.

[Quote from: Ruhn on January 28, 2014, 01:19:14 pm](#)
OOC:
[Quote from: Authority2 on January 28, 2014, 02:40:27 am](#)
...I had trouble figuring out which lever did what, and apparently a sneaky thief died right in the door that was supposed to seal off the rest of the fort from the entrance. It seems that one of the levers and bridges aren't connected, but I already forgot which ones.
Most levers and bridges should be labled with (N)otes. The outermost drawbridge didn't have a lever in the dining room as of my last turn, but I think a lever on the surface will still activate it.

The levers in the dining room are labelled, but the ones that control the outside aren't. I like the dining room, I've never made nonsquare rooms before in my forts.

[Quote from: Timeless Bob on January 29, 2014, 06:09:58 am](#)
Here's a thought:

make a "dimple" in the wall deep enough to build a Depot, then put a pitted drawbridge in front of it and a couple doors behind it. Link the bridge and doors to a single lever and suddenly there's a defensible area for a caravan pretty much right on the wall. (Also, if you're gonna wall, wall all around, otherwise, what's the point?)

Throw up a couple archer's towers to either side of that "dimple" and now you basically have a defensible "gatehouse" too.

If there are two trade depots, will the caravan go for the closest one?
I removed the ramps along the unwallled side and channeled a bit so that the only way in past the map edge of four squares is a particular spot. I guess I could build a tower there instead, and maybe an underground path for archers to get in, or maybe some minecart traps. I've only tried minecart traps a couple of times in other forts and both times they killed more dwarves than enemies, but third time's the charm, right? :3

EDIT: The walls and channeling are actually keeping any enemies from entering the right half of the map, which is now exclusively ours, instead of defending the fort itself from invasion. I guess we could... grow plants there? or trees or something?

SECOND EDIT: I think I turned on the "water trap" by accident. There's a stream flowing down the mountain now... Was it supposed to do something?

THIRDIT: Migrants have arrived! Hee's their professions so Evil can pick one.
6 farmers, 6 children, a wood burner, a clothier, a weaver, a miner and a mason.
Is there a way to export to text directly from Dwarf Therapist instead of having to type things out by hand?

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Evilsx** on **January 30, 2014, 07:30:20 am**

Question: Which of the following have combat skills, that will do well for what I got plan

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 30, 2014, 07:59:16 am**

...Wow. That turned to chaos real fast. How many dwarves do we have now?

I usually make screenshots for that matter. To be honest, I've never used any DF utilities, mods or texture packs. Well, except of the modded raws.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Grimmash** on **January 30, 2014, 09:18:08 am**

The upper levers have been changed a lot. Might be safest to test them, then add labels.

Multiple depots can cause issues. Usually best to just have one.

The dinning room was me. I try to build a new design in every fort. Glad you like it :).

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Timeless Bob** on **January 30, 2014, 05:19:04 pm**

Often I'll use multiple Depots, some with 3-wide access and some with 1-wide. The 1-wide access only admits caravans w/o wagons and is targeted by invading forces and FB's. It's one way to help an enemy (or the elves, which are nearly there anyway) to path into your fortress "correctly".

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 30, 2014, 08:00:36 pm**

I think a few levers from an aquifer project are sitting around in random rooms a few levels down. Probably a good idea to leave those alone.

OT:
I really like the newest version(s) of Therapist that lets you sort dwarfs by strength, agility, teacher, etc... since it makes picking new recruits so much easier.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **4maskwolf** on **January 30, 2014, 08:33:53 pm**

Quote from: Ruhn on January 30, 2014, 08:00:36 pm
I think a few levers from an aquifer project are sitting around in random rooms a few levels down. Probably a good idea to leave those alone.
OT:
I really like the newest version(s) of Therapist that lets you sort dwarfs by strength, agility, teacher, etc... since it makes picking new recruits so much easier.

BWAHAHAHAHA! Oh my gosh someone actually pulled that lever and canonized it.

One of the levers was from a destroyed bridge and I never got around to relabeling it, so that was just a time bomb waiting to happen.

No, one of them is in the dining room.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 31, 2014, 08:10:24 am**

There's three axedwarves, a speardwarf and a hammerdwarf. All are Competent in their weapon skills and all except the hammerdwarf are Novice in Shield/Armor User and Dodging. The hammerdwarf is Adequate. Two of the axedwarves are the mason and the weaver and all the rest are farmers.

EDIT: A dwarven child had a craftdwarf mood. Can I do the planepacked exploit on it? I've always wanted to try that :3 Please?

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **January 31, 2014, 09:48:47 am**

Quote from: Authority2 on January 31, 2014, 08:10:24 am
There's three axedwarves, a speardwarf and a hammerdwarf. All are Competent in their weapon skills and all except the hammerdwarf are Novice in Shield/Armor User and Dodging. The hammerdwarf is Adequate. Two of the axedwarves are the mason and the weaver and all the rest are farmers.
EDIT: A dwarven child had a craftdwarf mood. Can I do the planepacked exploit on it? I've always wanted to try that :3 Please?

We haven't experienced any problems with FPS so far, so go on, try it. The thread is pretty much derailed anyway.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Authority2** on **January 31, 2014, 10:42:25 am**

It turned out that the main component of the mood was bones, so we didn't have many to put into a moodcraft anyway, so I aborted it. :(
The mood looks like an interesting one anyway, with demands for:
bones
raw green glass
silk cloth
rough gems
silk cloth
plant cloth
cut gems

We're having some tantruming from clothes wearing out in addition to the zombie siege. 43 miserable, 12 very unhappy and 19 unhappy out of 189 dwarves. I'm making a bunch of dresses and shoes since I think those two together satisfy all the clothing requirements?

And my dwarf went raving mad, but it's unlikely anyone can tell the difference. I got a screenshot this time.

Authority2' Iddogik, Engraver has gone stark raving mad!

Authority2' Iddogik, Engraver has gone stark raving mad!

Authority2' Iddogik, Engraver has gone stark raving mad!

(http://s1291.photobucket.com/user/Authority02/media/Screenshot2014-01-30160739_zpsba51fa4f.png.html)

EDIT: The year ended! I'll upload the save now.

EDIT2: Here. (http://dffd.wimbli.com/file.php?id=8381)

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **Monitor Lisard** on **January 31, 2014, 10:54:02 am**

Quote from: Authority2 on January 31, 2014, 10:42:25 am

We're having some tantruming from clothes wearing out in addition to the zombie siege. 43 miserable, 12 very unhappy and 19 unhappy out of 189 dwarves. I'm making a bunch of dresses and shoes since I think those two together satisfy all the clothing requirements?

I guess trousers will suit better for this - If I remember correctly, dresses cover only upper body. And, of course, more shoes are required.

Let's take a peek at the save... is anyone willing to take a turn? If not, I'm going to do another intermission.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **Authority2** on **January 31, 2014, 11:07:49 am**

Save's up in my previous post.

And I think one "make shoe" job makes a pair of shoes.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **Monitor Lisard** on **January 31, 2014, 11:57:53 am**

By the way, good job on that wall! It really decorates the fortress. :)

My dwarf is really unhappy about the mandates being ignored... When did she become so bossy?

Nuckles is now a mace lord. We've got a good bit of professional fighters now, including 5 axe lords, 3 swordmasters, 2 mace lords and 5 spearmasters.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **Authority2** on **January 31, 2014, 12:08:15 pm**

Thank you :3

Their armor is ready, but I didn't know enough about them to assign the steel armor to the best ones and iron to the rest. There's a lot of wood from the destroyed caravan that's just sitting outside the wall on the right, so maybe we can make more steel for everyone.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **Ruhn** on **January 31, 2014, 01:29:58 pm**

Quote from: Monitor Lisard on January 31, 2014, 11:57:53 am

Nuckles is now a mace lord. We've got a good bit of professional fighters now, including 5 axe lords, 3 swordmasters, 2 mace lords and 5 spearmasters.

Go team!

I'll have to download save and see the new changes too!

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **Evilsx** on **January 31, 2014, 06:39:01 pm**

Quote from: Authority2 on January 31, 2014, 08:10:24 am

There's three axedwarves, a speardwarf and a hammerdwarf. All are Competent in their weapon skills and all except the hammerdwarf are Novice in Shield/Armor User and Dodging. The hammerdwarf is Adequate. Two of the axedwarves are the mason and the weaver and all the rest are farmers.

EDIT: A dwarven child had a craftdwarf mood. Can I do the planepacked exploit on it? I've always wanted to try that :3 Please?

Ok, Can the next Overseer make the hammerdwarf into "Grey Dwarf" and put him/her into the military

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **RoughRogue** on **January 31, 2014, 06:44:07 pm**

If you'll wait for 3 more days, I'll take the turn.

Btw, what about my dorf? Did she improved with her weapons?

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**

Post by: **Ruhn** on **January 31, 2014, 08:39:35 pm**

Diary of Nuckles

That lunatic Authority lost it and tore up her journal a few days ago. Sparring and fighting has become so much fun that I have retired from being a mechanic, but I guess I'm going to take a break and see what has been up in the fortress lately.

--

There have been quite a few deaths, I'm not sure what happened. Cyatica has lost 6 friends lately and is miserable, and Grim has lost 2 friends lately and says he's "fine". I checked the hospital, but somedwarf tells me the Doc is dead! Next, I checked on the crypt level and we are basically out of coffins. Sadly I found the resting place of 'AseaHeru the Second' while I was down there. Poor little guy, I was really hoping he would grow up to be a doctor like his old man was. We even have an opening right now.

--

I sat down and scoped out the military paperwork that is starting to fill my desk. Looks like there are 2 dead in Grim's squad, 4 dead in Maskwolf's squad, 3 dead in the Glazes and 2 dead in the Snakes. The Snake's leader is dead, so I'm gonna need to pick a new one. Maybe I can convince Spazbot to let Obok the BUTCHER lead that squad now. He's already proven himself with some 150 kills, and that blank stare tells me he doesn't really care about anything anymore.

One other thing I've noticed is that the equipment for Daria's squad no longer includes knives. I'll leave a note in her room asking if everything is going as planned.

--

Today I passed that old Tarot Card Reader Uzol in the street, the one who tells us about the forgotten beasts. We chatted and she said there is some beast made of snow down in one of the caverns. It didn't seem to bother her much, looks like she knows how to use that sword she was carrying.

--- ---

- Legendary Warriors of Chamberdrums - 138**
:Tactical Flags:
***Nuckles** (The Humorous Crevice of Boats) +5 Macedwarf, +5 Fighter
***Tun** (The West Visionary of Channeling) +5 Speardwarf, +5 Fighter
***Asmel** +0 Axedwarf, +5 Fighter
***Logem** +4 Macedwarf, +5 Fighter

- :Oars of Bearing:
***Rough Rogue** (The Mortality of Secreting) +5 Swords dwarf, +3 Axedwarf, +5 Fighter
***Uzol** (The Tarot Card Lady) +5 Swords dwarf, +5 Fighter
***Morul** +0 Axedwarf, +5 Fighter
***Eshtan** +4 Swords dwarf, +5 Fighter

- :Bridges of Glorifying:
***Spazbot** +5 Speardwarf, +5 Fighter
***Obok** (The Bulbous Sickness) +0 Axedwarf, +5 Fighter
***Erush** +2 Fighter {Swords dwarf}

- :Emerald Diamonds:
***Logem** +2 Fighter {Speardwarf}
***Litast** +4 Fighter {Speardwarf}
***Uvash** +0 Fighter {Speardwarf}

- :Snakes of Brass:
***Erith** +0 Axedwarf, +2 Fighter
***Stukos** +5 Fighter {Axedwarf}

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OOC:
I noticed Grim is only 1 level from Legendary Marks dwarf!
Spazbot's dwarf seems to have traded in his spear for a sword, I'm not sure if that was planned.

Also, "The National Glazes" only has 1 member, but he has a war title. I don't know what that squad is for?

Final note: it looks like all hand-to-hand squads are currently set to train without any break, and their unhappiness is growing. Civilians seem to mostly be upset from the sunshine and losing friends.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Aseaheru** on **January 31, 2014, 08:42:22 pm**

Do I have a dwarf still? I know my original died, but is his kid still about and claimed by me?

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **January 31, 2014, 09:33:48 pm**

Quote from: Aseaheru on January 31, 2014, 08:42:22 pm
Do I have a dwarf still? I know my original died, but is his kid still about and claimed by me?

The kid that we named after you is dead now too. Your 7 and 6 year old daughters are still alive, as is 'Cyatica' your wife. It looks like some of your cousins live at the fort and are alive, among them:
~ Morul the 19 year old Axe Lord (ecstatic)
~ Zas the 20 year old Furnace Operator (miserable)
~ Ingish the 14 year old Miner (miserable)
~ Kikrost the 5 year old (miserable)
~ Tun the 2 year old (unhappy)

There are also some man dwarves who are good at diagnosis, but many are at super low happiness and could go mad soon. One called Urist Eribmeng (fine) may be the best choice if you want a doctor again.

!! The only dwarf assigned to diagnosis is running around babbling, new medical staff needs to be hired !!
Things are pretty serious, quick action is needed or a spiral could start.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Timeless Bob** on **February 01, 2014, 03:14:56 am**

OK, WTH? Daria's squad doesn't use knives anymore?! Put everyone on "train all the time", sure, but decrease the numbers per squad *expected* to train at half of the number who are in that squad! It's simple logistics! Make sure all the fighters are also medical staff and those who are off-duty care for those who are injured in the line of duty. Tantruming dwarves in the hospital don't have a chance to slaughter all of the doctors (well, not much of one) and hungry off-duty warriors are in the food stockpiles stuffing thier faces anyway, before fetching food for their comrades in arms...

We're never gonna lure the King here if we all just degenerate into madness!

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **February 01, 2014, 04:34:17 am**

Quote from: RoughRogue on January 31, 2014, 06:44:07 pm
If you'll wait for 3 more days, I'll take the turn.

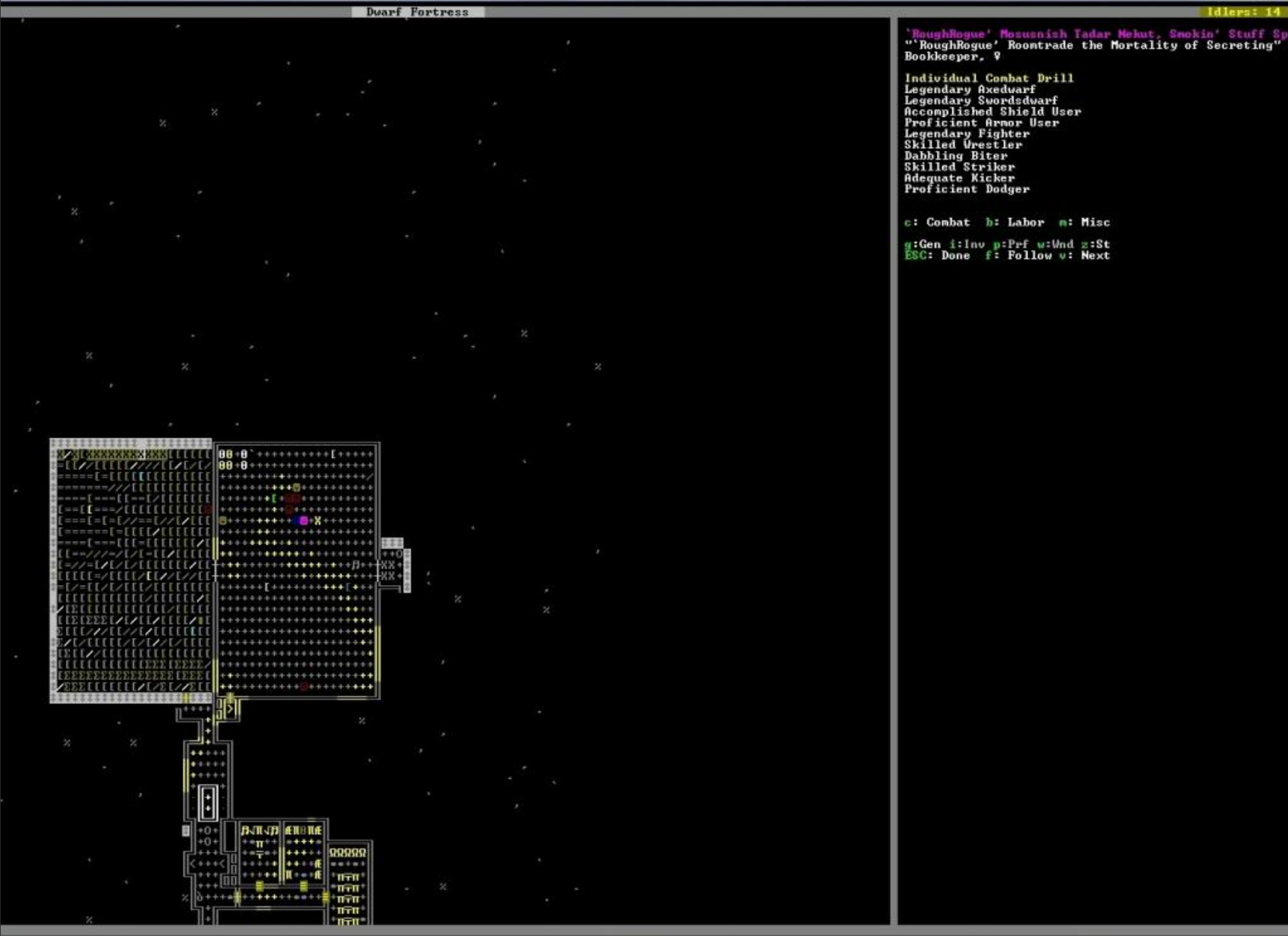
Ok, that's good enough. It was your turn on the roster anyway.

From the diary of baroness Monitor Lizard von Chamberdrums, Dame of the Order of Empress Daria:

"This place is managed in a most unappropriate way! Today, when I was listening to a report from the manager, I found out that none of my mandates were completed! I was going to inform the captain of a guard about these violations right away, but it appears that we don't have any kind of formal law here. That's just terrible! How am I supposed to be leading these dwarves to glory and prosperity? The King will be infuriated if he finds this!

...Wait, what am I talking about?

Oh dwarf, this is driving me mad. I did not really pay much attention to managing stuff lately. Everething went chaotic real fast. A couple of days ago, when I was hunting in the barony lands near the fortress, a messenger found me and said that our Overseer, Authority2, went totally nuts and died. When I returned, it seemed that many dwarves were wounded and struggling to keep their sanity. At first, I decided to check bookkeeper's logs, but RoughRogue told me that she spent these days sparring. How did she become a great warrior so fast? Anyway, she said that I should talk to Nuckles - he is said to be writing his diary regularly.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Chamberdrums138-1.jpg.html>)

It took much time to gather all the pieces, but now I have at least a quarter of Overseers log book pages. So, what did we have there? During the undead siege, a group of dwarves was slaughtered, including Aseaheru the Second. Poor boy... After that, somedwarf went mad and started hunting for other citizens in quiet shady tunnels of our fortress. It's still unclear who was the murderer, but he could have ended up with a bolt in his or her chest... The thing is, I had to take part in a short shootout in the dining hall. At that time we thought that somedwarf must have turned berserker, but who knows. Anyway, we have to put the fortress in order again.

Anyway, I should ask the next overseer to block off the rooms under my quarters that were built for Authority2. Or, maybe, we can use them as secret meeting rooms? Then we need to throw away all that mictocline stuff and furnish them with gold.

About Nuckles - I asked him about his brewery business, and he told me that he and RoughRogue were making some powerful drug based on some type of cave moss called "crystal moss" or something. He said it was hard to get ingredients with the bridge leading to the caves retracted, but he managed to persuade Daria to search for the needed moss right under the nose of that forgotten beast made of snow.

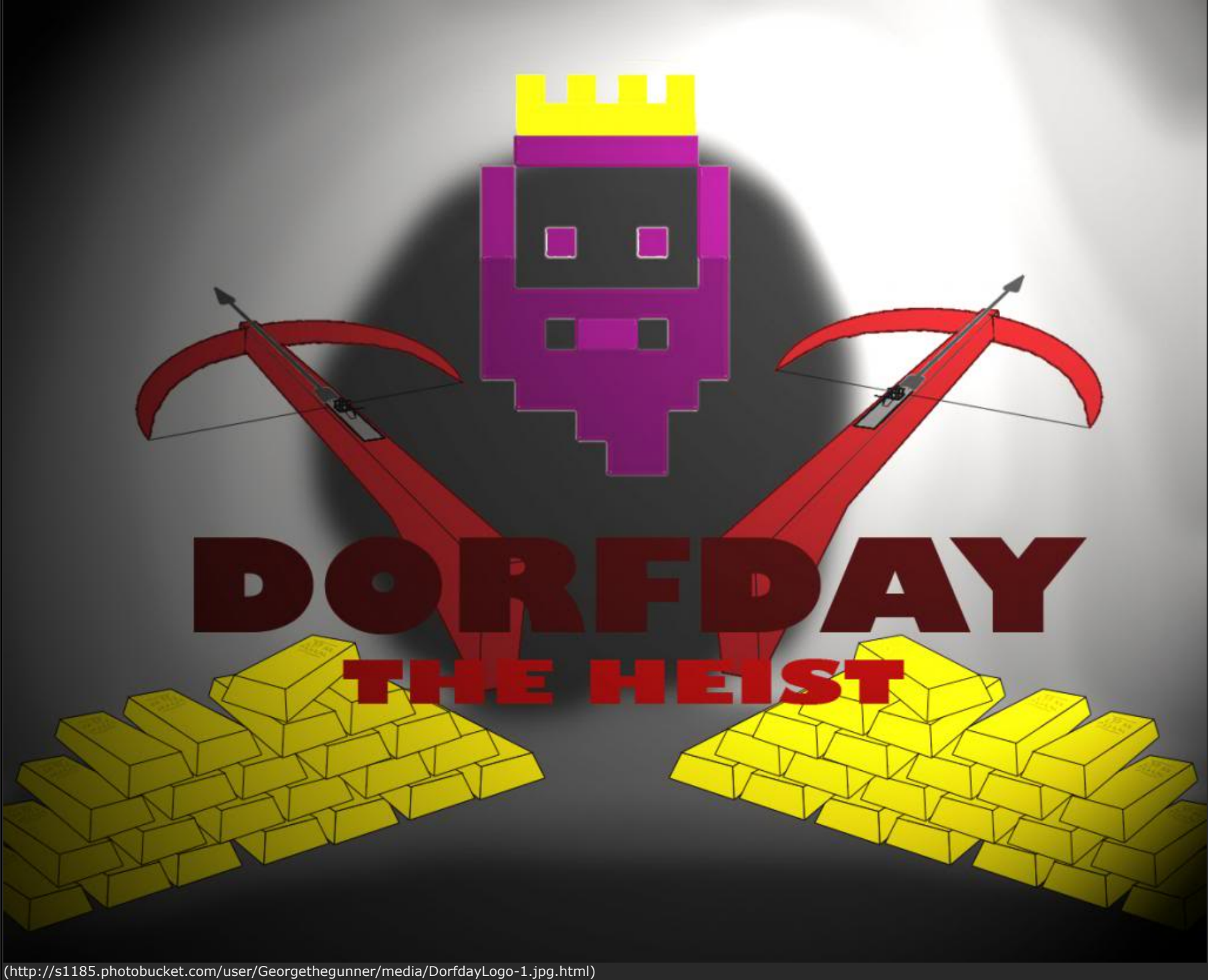
Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **February 01, 2014, 04:43:43 pm**

This crystal moss stuff is gonna be great! It will give our gangs a great boost right before we have to go out and fight off goblins or other fools on our turf without permission

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **PlayingGood** on **February 03, 2014, 10:56:27 pm**

Quote from: Monitor Lisard on December 14, 2013, 04:54:20 am

I'll finish my turn soon. Here's the logo I made for the Dorfday thread:



(<http://s1185.photobucket.com/user/Georgethegunner/media/DorfdayLogo-1.jpg.html>)

I'm on page 27, just wanted to post and say i loved this logo Monitor.

This is an epic thread.

Title: **Re: Dorfday: The Heist - Full Dwarven Jacket (Players are welcome!)**
Post by: **Monitor Lisard** on **February 04, 2014, 03:27:46 am**

Quote from: PlayingGood on February 03, 2014, 10:56:27 pm
I'm on page 27, just wanted to post and say i loved this logo Monitor.
This is an epic thread.

Thank you! :)

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **RoughRogue** on **February 04, 2014, 09:00:38 pm**

Got the save. Here goes the second overseership of the highest dorf ever.
And this time I'll try to post the log here, as it's supposed to be)

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcom**
Post by: **RoughRogue** on **February 05, 2014, 06:43:47 am**

Overseer's log: Chamberdrums, year 138

Grn 1. So I'm in charge again? Wasn't it a bad trip? Heh... I don't even know how could it happen. Maybe it's because of my new image of a great warrior?
Ah, screw it. What's done is done, and it's *my* fortress again. Let's see what has changed while I was away from helm...
"Ezum? I need your he~"

èzum Oltarnakas, RR's Man **Deceased**

Oh shit... When... How... what the heck?! Well, now it's only my job to know everything in the fortress. Where is my ledger?
There still are too many kids. These useless annoying brats make me angry. It's undwarflike to kill our own kind, but sometimes I could hardly forbear from nailing some of them with The Suicide of Ensorceling!
Anyway, screw them. I have more important thing to care about.

plump helmet spawn [199]
pig tail seeds [200]
prickle berry seeds [198]
wild strawberry seeds [197]
rat weed seeds [196]
fisher berry seeds [220]
hide root seeds [64]
cave wheat seeds [38]
Longland grass seeds [19]
whip vine seeds [119]
sweet pod seeds [106]
rock nuts [63]

Wh... what?! Where is all that blade wealth? Do I have to smoke this Armok-damned rat stuff again?! No. No, no, no! It's better to quit smoking at all. Decided. From now on, I will never ever touch any weed.

Muthkat Emãthònul, Dwarven Child cancels Sleep: Went insane.
Muthkat Emãthònul, Dwarven Child has gone berserk!

Oh, these brats... Nice reason to get rid of another useless mouth. I'll do it myself.

The Dwarven Child misses The Wannabe Nonsmoker!
The Wannabe Nonsmoker stabs The Dwarven Child in the left lower leg with her Moshnún Mizês and the severed part sails off in an arc!
The Dwarven Child attacks The Wannabe Nonsmoker but She jumps away!
The Wannabe Nonsmoker stabs The Dwarven Child in the right lower leg with her Moshnún Mizês and the severed part sails off in an arc!
The Wannabe Nonsmoker strikes The Dwarven Child in the right hand with her ≡iron shield≡, shattering the bone through the (alpaca leather right mitten)!
The Dwarven Child misses The Wannabe Nonsmoker!
The Wannabe Nonsmoker kicks The Dwarven Child in the left upper arm with her right foot, jamming the bone through the left shoulder's muscle and shattering the left shoulder's bone!
The Wannabe Nonsmoker slashes The Dwarven Child in the lower body with her Moshnún Mizês, tearing apart the muscle and tearing apart the left kidney through the (alpaca wool cloak)!
An artery has been opened by the attack!
The Moshnún Mizês has lodged firmly in the wound!
The Wannabe Nonsmoker twists the embedded Moshnún Mizês around in The Dwarven Child's lower body!
The Wannabe Nonsmoker strikes The Dwarven Child in the third finger, right hand with the pommel of her Moshnún Mizês, tearing apart the skin and bruising the muscle through the (alpaca leather right mitten)!
►Muthkat Emäthònul, Dwarven Child has bled to death.

Stop. Just got it... Where the heck is my axe? Why am I bearing this shield? Another reason to quit smoking: my memory is full of gaps. That's not good. Gotta get an axe somewhere. I feel unusual with only one weapon.
Dammit. The fortress is a total mess! Half of the dwarves are unhappy about their tattered clothes. What a bunch of crybabies... I wear rags too, but i don't care. But they still complaining and tantruming about that. Oh shit... And this was only the first day.

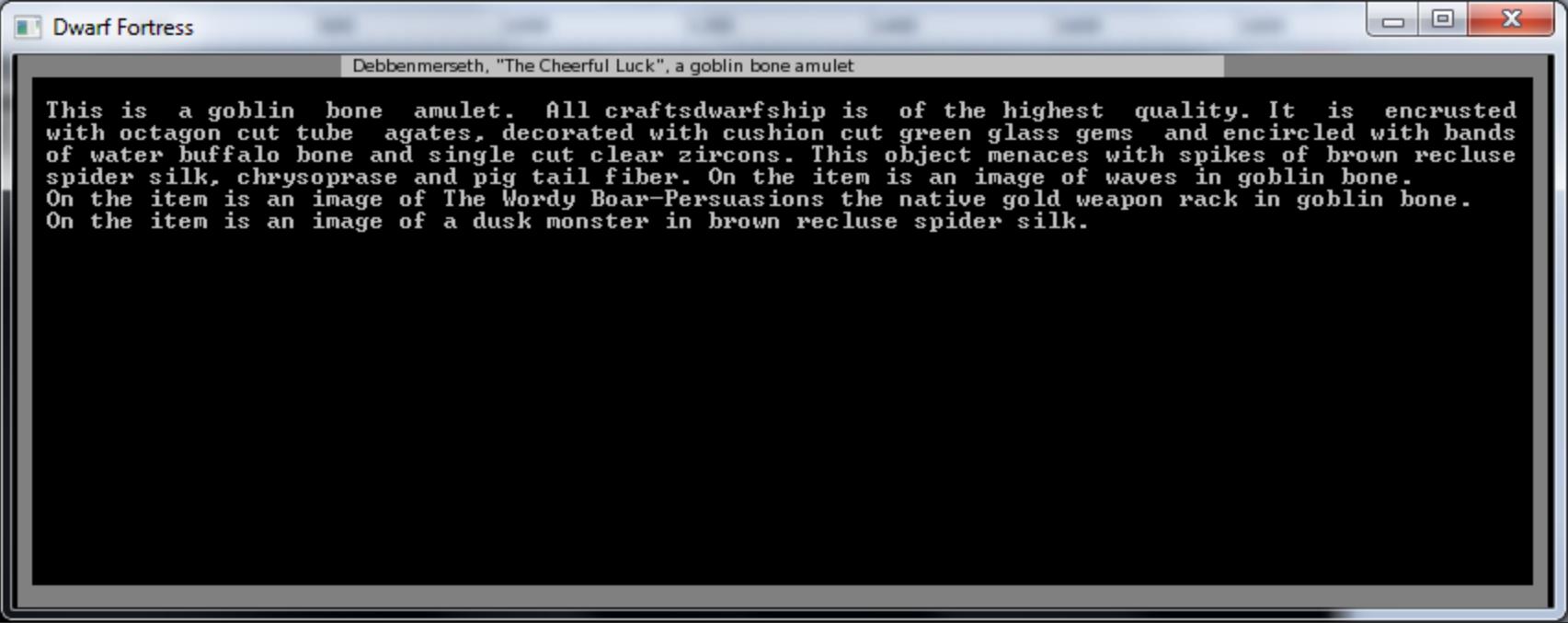
Grn 2. Another berserk, adult this time. Shame on you, comrade! A grown-up dwarf blubbering like a baby. At least you'll die in battle, how a true dwarf supposed to die. Hey-oh! Get 'er, guys!
Heheheh, we're too late. This dumbass ran into a cage trap and now howls inside her new home. Maybe we'll use her against goblins. She's even more berserk than me after two blade pipes!
And another berserk brat that was shot by somebeard before we came. Nice shot, Kogsak.
Grn 3. They tell me that Olon Nishekast has begun a mysterious construction. Who is that guy?

Nguslu Xosnosnang's right upper leg bone [2	TSK
Stray Water Buffalo Calf bone [16]	TSK
Aslot Ongongem's right upper leg bone [2]	TSK
(raw green glass)	TSK
(brown recluse spider silk cloth)	TSK
rough tube agates	TSK
rough chrysoprases	TSK
(brown recluse spider silk cloth)	TSK
(pig tail fiber cloth)	TSK
trillion cut clear zircons	TSK

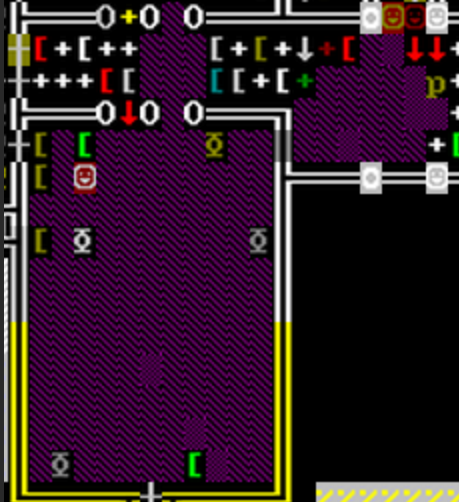
And what's he going to do with these things? I can hardly imagine. Now I think that I know who smoked all the blade weed.
Today I called a meeting in the dining hall. The tattered dwarves started whining, so I said just one thing:
"You don't like your clothes? Take it off."
"?!"

"You heard me. Take your rags off, dump it away and, by Ziril and Armok, stop complaining! Any questions? Questions asked. Meeting is over."
Maybe I was too rough?

Grn 8. The mooded brat created another piece of trash.



Well, I never expected more from these useless creatures. At least we've got another legendary craftsddwarf (although we already have a pack of them).
Grn 9. Another little berserk and another victim for my Suicide. Strange. It's unusual for kids to go berserk, usually they begin to cry 24/7 and die from dehydration. But it's Chamberdrums, the weirdest dwarf outpost ever, so I'm not surprised.
Grn 11. Oh, we've got another forgotten creature. A fire-breathing turkey with a shell... HOW?! How could Armok create such a weird creature?! He must have created the weed first.
Grn 22. Holy carp, this place is a crazy town. Almost everybeard is tantruming all the time, and many are stricken by melancholy or running naked through the fortress. Now it's sometimes difficult to distinguish a normal dwarf from the stark raving mad one because there are too little clothing per dwarf in the fortress.
The Tantrum Spiral. I've heard about this scourge of the fortresses. Now I'm gotta deal with the one myself. It seems like I shouldn't have quit smoking... It's a pity that almost no one smokes in the fortress. Weed is the best way to deal with all your problems. Alas, it's not time to escape the problems.
Grn 28. Today I saw that we have no broker. The previous one was stricken by melancholy and died somewhere in the dark corner. I placed Cyatica instead of him. Maybe it will help her go through her tragedies.
Slit 6. Migrants have arrived. Wait, oh shi~ One, two, three... eleven. And ONLY THREE OF THEM are adults!!! What the fuck do they think there in Mountainhomes?! We are NOT a fucking kindergarten!
Ah, never mind. You're welcome. Survive, newbeards!
Slit 17. Crap! It just started to get better...



Get me a gas mask please...


Slt 25. I can't find Spazbot nowhere.

'Spazbot' Uzolzeg, Spearmaster has been missing for a week.

And those melancholics. They are like time bombs. When things only start to calm down, another beard dies from thirst, causing a burst of tantrums. They make me angry.

All masons' workshops are producing coffins, but the things move too slow because masons are tantruming all the time. Poor Cyatica.

She's got too many dead friends.

**Dodók 'Cyatica' Nokimag**
(Dodók 'Cyatica' Ochredaub)
Creator of 'The Wordy Boar-Persuasions'

Caste: Dwarf
Profession: Mason
Noble Position: Broker
Happiness: Miserable (0)

Thoughts: Enjoyed throwing something recently (x6), was happy to have been able to give somebody water lately, has been satisfied at work lately, endured the decay of a deceased companion, slept in a great bedroom recently (x2), talked with a family member lately, was disgusted by a miasma lately (x2), admired a building lately (x5), admired their own property lately (x5), dined in a legendary dining room recently (x2), enjoyed starting a fist fight recently (x5), has lost a friend to tragedy recently (x10)

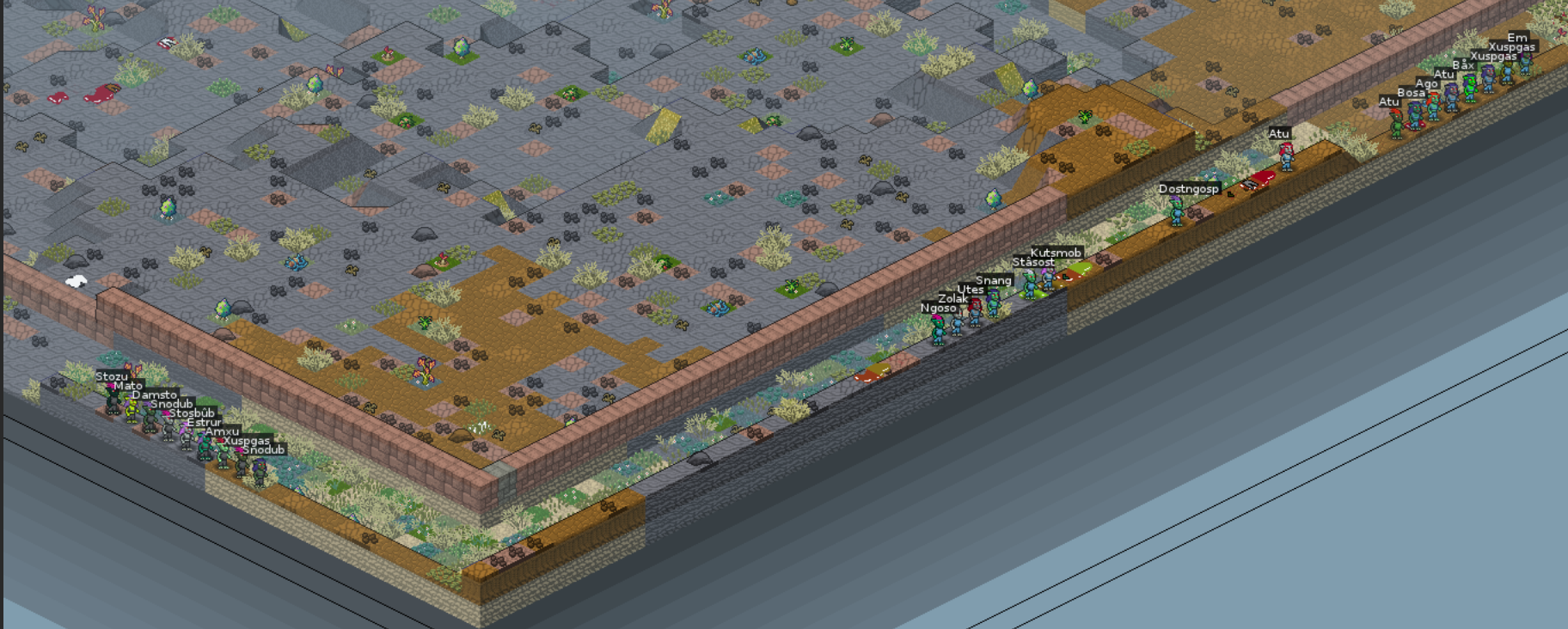
Fel 5. I've found Spazbot.



He must have suffocated with the rat weed smoke. I told him that rat stuff is too strong for beginners, but he wanted to keep calm. Now he *is* calm. Farewell, my brother by weapon and weed.

Our population keeps decreasing. 166 beards, and still half of them are kids. TANTRUMING kids.

Fel 11. Goblins have arrived. It should distract baron Lizard who is unhappy about ignored mandates.



Poor goblins. They don't seem to understand something. Our beards done well, building a great moat and wall that protects Chamberdrums from the east. Since goblins can't fly, they can't reach us. But our bolts can reach them.

What a dumbass I am! I completely forgot about the trolls!

Fel 17. The siege was broken, but some beards have injuries, including Commander Nuckles. They'll make it, I believe. Unfortunately, I couldn't make it to the gate in time to drive the goblins away. And still I have no axe. Need to tell somebeard to make me one...

Today I saw that we have no broker. The previous one was stricken by melancholy and died somewhere in the dark corner. I placed Cyatica instead of him. Maybe it will help her go through her tragedies.

Wait, is Grim still alive? I thought he was our broker. Actually, he is a legendary appraiser.

One more thing: please, dorf EvilX as "Grey Dwarf". Any male soldier will do, I guess.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **PlayingGood** on **February 06, 2014, 04:29:38 am**

Year 138, Chamberdrums
Give me blood, or give me death.

Obok's Dream

I had a dream last night...

Walking through the fortress i happened upon a golden throne room, its pillars were shined and made of pure gold. But when i neared them they had holes, like that of cheese. Nuckles and RoughRogue were there as well, smoking this webbed moss of green crystal.

As i drew closer to the center of the room, i saw Monitor lizard sitting upon the throne of it, she was smiling and welcomed me towards her. To her side was Maskwolf, her crossbow was pressed against her heart and she grinned with vicious eyes.

To her other side was a man i knew as Grimmash, he beamed with pride, his clothes were humble and he looked somewhat out of place, but without a doubt his intensity rose above that of anyone else present in the room, you could feel his presence turning the wheel of this dream, like the central gear in a kaleidoscope of other cogs.

Hearing a noise behind me i saw Grim slamming the door shut, his full suit of adamantine armor was dripping with blood. Turning back to Monitor Lizard i advanced towards her, with the grace of royalty she lifted her arm and extended one finger, pointing towards the crown of my head.

I noticed i wore the headpiece of a king, my garb was of nobility as well. I continued closer, Daria was standing off to the side taking in small amounts of second hand smoke produced by RoughRogue, her body swayed back and forth like that of a feline's tail and her dagger blade caught the light and her eyes seemed to pierce me more then any blade.

Reaching the throne a marvelous lever was produced for me, and as i set it into place to turn everyone disappeared in a puff of smoke. The ceiling collapsed and golden items and cheese rained upon my body like arrows from an enemy siege.

I woke up in a cold sweat, to screams echoing through the halls. When i found RoughRogue he was covered in the blood of a childs, and he looked somewhat sober... In the name of Armok!? RoughRogue sober...

Maybe i will ask Monitor Lizard about the dream, for now, i want some ale.

OOC:

Finally read up to date, could not resist asking for the position of Obok.

Also can i get a screen shot of his characteristics, for making the back story.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **RoughRogue** on **February 06, 2014, 08:49:26 am**

Mal 5.
Urvad Rakustikthag, Dwarven Child is taken by a fey mood!
Holy magma crab! How could a little girl catch a fey mood in all this mess?

Urvad Rakustikthag, "Urvad Tombsqueezed", Dwarven Child

Urvad Rakustikthag has been quite content lately. She dined in a good dining room recently. She slept in a bedroom like a personal palace recently. She has witnessed death. She admired a completely sublime tastefully arranged Statue lately. She admired a fine Seat lately. She was disgusted by a miasma lately. She admired own fine Bed lately. She talked with a sibling lately.
She is the daughter of Rakust Urngirders and Rovod Townrope.
She is a citizen of The Lauded Guild. She is a member of The Free Fence. She is a former member of The Entrancing Vessel. She arrived at Mafolasdûg on the 6th of Slate in the year 138.
She is eighteen years old, born on the 8th of Moonstone in the year 120.

Hm. Not really little, huh? With her eighteen she is older than some of our workers! She may be cursed with eternal childhood... Well, let's see what will she create. Another useless trinket I guess, these brats never craft anything useful.

Mal 9. Migrants! Only three kids of ten beards this time. Maybe the Mountainhome ran out of these brats? Anyway, come in and join our tantrum party!

Mal 16. A-ha, the overgrown brat started the work of her life.

Craftsdwarf's Workshop	
sandstone	[B]
Stray Dog bone [10]	TSK
Yak Cow bone [16]	TSK
Stray Boar bone [8]	TSK
alpaca wool cloth	TSK
blue peafowl leather	TSK
tower-cap logs	TSK
tower-cap logs	TSK
goblin-cap logs	TSK
marble	TSK
(pig iron bars)	TSK

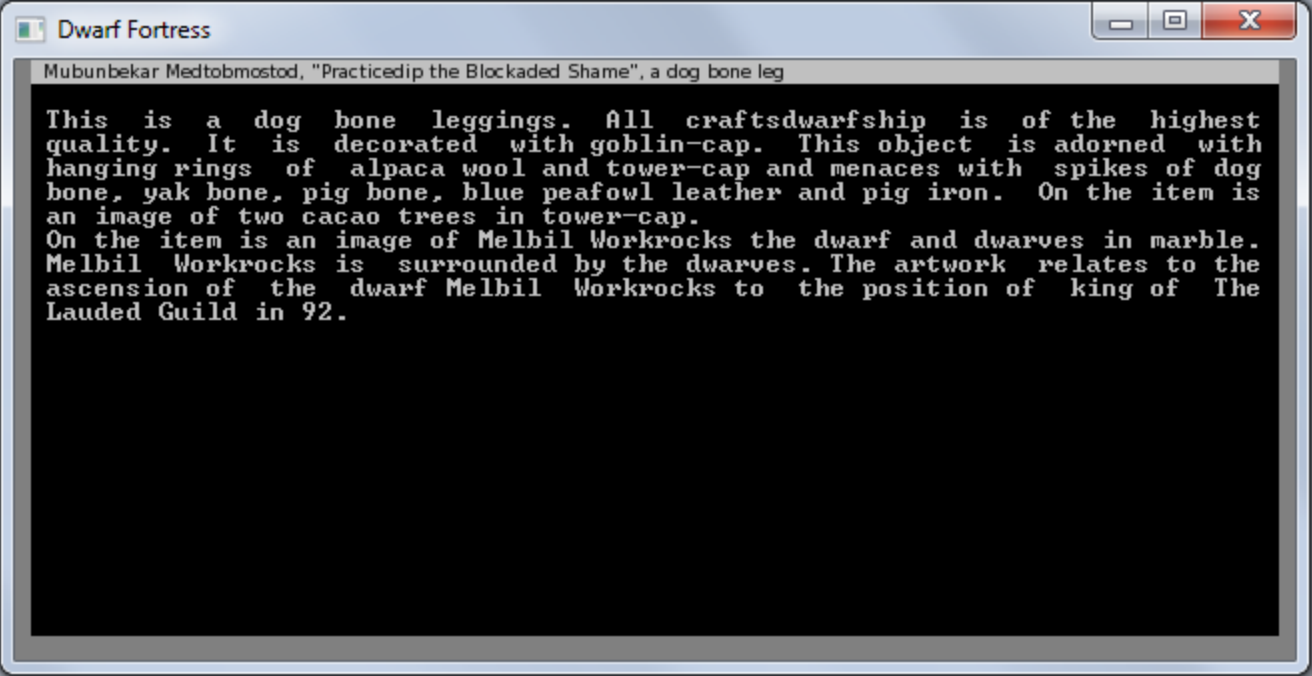
What do we have here? Bones, logs, stone, pig iron... Let me guess. Another bone amulet? Or pig iron toy boat that can't even float? Or... ah, screw this. I can never guess what kind of shit would they call the artifact next time.

Mal 21.

Urvad Rakustikthag, Dwarven Child has created
Mubunbekar Medtobmostod, a dog bone leggings!

Press Enter to close window

Oh really? Ziril, I think you really exist! An useful artifact! Let's see...



Nice pants. All these spikes are pretty good to kick somebeard's ass. And she placed the image of king on the back of it. That's a good example of how much we respect the king here in Chamberdrums: he's a real asshole. Good job, girl, good job.

Gal 12. What the -

The enemy have come and are laying siege to the fortress.

Humies? I wonder when we managed to fall aboard with them... Well, they're welcome. We'll meet them with our best toys. Are you ready, Suicide?

Joñu, war Polar Bear
Lomam Taramdevsem, Human Maceman

Their leader... What a weirdo. I heard that some humans from the northern countries use bears as pets, but I've never seen them before. I wonder how the polar bear meat tastes.
CHAAAARGE!!!



Is that all? Pfff... I thought that height does matter. Nobeard even got a scratch. Unfortunately, the bear corpse was too mutilated to butcher it. Well, we can always wait for another human siege.

Gal 28. A giant bug was spotted down in the caverns.

The Forgotten Beast Esnust has come! A great eyeless rove beetle. It has lacy wings and it has a gaunt appearance. Its scarlet exoskeleton is sleek and smooth. Beware its poisonous vapors!

Press **Enter** to close window

Nice shell. Somebeard would make a pretty set of armor out of it... but we better let it be. It shows no danger for the fortress. We better move on to more important things.

OOC:

Gray Dwarf is dorfed as a spearmaster from Nuckles' squad.
Grim is alive, one of the previous overseers must have pushed it off the broker position. Now he's back.
Spoiler: Here is Obok's desc. (click to show/hide)

Obok Sazirod Gubelngumrash, "Obok Bridgedlimb the Bulbous Sicknss", BTCHR

Obok Sazirod Gubelngumrash has been ecstatic lately. He had a pretty decent drink lately. He admired own fine Container lately. He was woken by noise while sleeping lately. He slept in a bedroom like a personal palace recently. He talked with a child lately. He had a fine drink lately. He had a satisfying sparring session recently. He admired a splendid Trap lately. He was disgusted by a miasma lately. He sustained minor injuries recently. He is married to Iden Controlledkeys and has 9 children: Meng Dreamwhip, Goden Earthenfilled, Momuz Grooveknife, Asmel Helmedpages, Kogan Ringedstockade, Ast Gorgegears, Tekkud Inkedwane, Ustuth Soldierattic and Id Whippedsold. He is the son of Deler Sinkgems and Uucar Mansioncover. He is a citizen of The Lauded Guild. He is a member of The Free Fence. He is a former member of The Paint of Meditating. He is a former member of The Fortification of Rhythms. He is an enemy of The Elevated Fangs. He is an enemy of The Parched Confederations. He is an enemy of The Deceiver of Shames. He arrived at Mafolasdûg on the 26th of Slate in the year 130. He is seventy-two years old, born on the 15th of Granite in the year 66. He is strapped with massive amounts of muscle and lard. His sideburns are clean-shaven. His long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is arranged in double braids. His brass eyes are close-set. He has high cheekbones. His sandy taupe skin is wrinkled. His right upper arm bears a straight scar. His left hand bears a massive straight scar. He is basically unbreakable, amazingly agile, mighty and slow to tire, but he is really slow to heal. Obok Sazirod Gubelngumrash likes dolomite, black bronze, clear zircon, willow wood, clear glass, walrus leather, rope reed fiber fabric, the color light brown and ballista arrows. When possible, he prefers to consume penguin, prickle berry wine, dwarven milk and whip vine flour. He absolutely detests large roaches. He has a stunning feel for spatial relationships, an unbreakable will, a great kinesthetic sense, a great deal of patience and a feel for music, but he has an iffy memory, bad intuition and a very bad sense of empathy. He is slow to anger. He rarely feels discouraged. He is very distant and reserved. He is assertive. He is entirely averse to risk and excitement. He is often cheerful. He has a fertile imagination. He is modest. He inhales sharply when he is angry. He laughs in a distinct fashion when he's exasperateed. He needs alcohol to get through the working day. He doesn't really care about anything anymore.

A short, sturdy creature fond of drink and industry.

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **February 06, 2014, 12:59:19 pm**

OOC:
@Rough Rogue:
Nice job so far preventing death by tantrum, maybe our hideout will still survive.
May I ask what the new injuries to Nuckles are?
For the Blade Weed: we might have lots of the plants to mill still. There was a seed shortage a while back that I guess is still going.

Quote from: RoughRogue on February 06, 2014, 08:49:26 am

OOC:
Gray Dwarf is dorfed as a spearmaster from Nuckles' squad.

** That 1 legged spearmaster is basically Nuckles' best friend now that Spazbot is dead, but I think Evilsx wanted a different dwarf:
Quote from: Evilsx on January 31, 2014, 06:39:01 pm

Quote from: Authority2 on January 31, 2014, 08:10:24 am
There's three axedwarves, a speardwarf and a hammerdwarf. All are Competent in their weapon skills and all except the hammerdwarf are Novice in Shield/Armor User and Dodging. The hammerdwarf is Adequate. Two of the axedwarves are the mason and the weaver and all the rest are farmers.
EDIT: A dwarven child had a craftdwarf mood. Can I do the planepacked exploit on it? I've always wanted to try that :3 Please?
Ok, Can the next Overseer make the hammerdwarf into "Grey Dwarf" and put him/her into the military

Welcome, PlayingGood!!

Title: **Re: Dorfday: The Heist - Carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **February 06, 2014, 02:03:54 pm**

Quote from: Evilsx on January 31, 2014, 06:39:01 pm

Quote from: Authority2 on January 31, 2014, 08:10:24 am
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EDIT: A dwarven child had a craftdwarf mood. Can I do the planepacked exploit on it? I've always wanted to try that :3 Please?
Ok, Can the next Overseer make the hammerdwarf into "Grey Dwarf" and put him/her into the military

Oh yeah, I missed that. By the way. I updated the OP and added Grey Dwarf's biography.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **PlayingGood** on **February 06, 2014, 07:26:32 pm**

Quote from: RoughRogue on February 06, 2014, 08:49:26 am

Spoiler: Here is Obok's desc. (click to show/hide)

Obok Sazirod Gubelngumrash, "Obok Bridgedlimb the Bulbous Sicknss", BTCHR

Obok Sazirod Gubelngumrash has been ecstatic lately. He had a pretty decent drink lately. He admired own fine Container lately. He was woken by noise while sleeping lately. He slept in a bedroom like a personal palace recently. He talked with a child lately. He had a fine drink lately. He had a satisfying sparring session recently. He admired a splendid Trap lately. He was disgusted by a miasma lately. He sustained minor injuries recently. He is married to Iden Controlledkeys and has 9 children: Meng Dreamwhip, Goden Earthenfilled, Momuz Grooveknife, Asmel Helmedpages, Kogan Ringedstockade, Ast Gorgegears, Tekkud Inkedwane, Ustuth Soldierattic and Id Whippedsold. He is the son of Deler Sinkgems and Uucar Mansioncover. He is a citizen of The Lauded Guild. He is a member of The Free Fence. He is a former member of The Paint of Meditating. He is a former member of The Fortification of Rhythms. He is an enemy of The Elevated Fangs. He is an enemy of The Parched Confederations. He is an enemy of The Deceiver of Shames. He arrived at Mafolasdûg on the 26th of Slate in the year 130. He is seventy-two years old, born on the 15th of Granite in the year 66. He is strapped with massive amounts of muscle and lard. His sideburns are clean-shaven. His long moustache is arranged in double braids. His very long beard is neatly combed. His very long hair is arranged in double braids. His brass eyes are close-set. He has high cheekbones. His sandy taupe skin is wrinkled. His right upper arm bears a straight scar. His left hand bears a massive straight scar. He is basically unbreakable, amazingly agile, mighty and slow to tire, but he is really slow to heal. Obok Sazirod Gubelngumrash likes dolomite, black bronze, clear zircon, willow wood, clear glass, walrus leather, rope reed fiber fabric, the color light brown and ballista arrows. When possible, he prefers to consume penguin, prickle berry wine, dwarven milk and whip vine flour. He absolutely detests large roaches. He has a stunning feel for spatial relationships, an unbreakable will, a great kinesthetic sense, a great deal of patience and a feel for music, but he has an iffy memory, bad intuition and a very bad sense of empathy. He is slow to anger. He rarely feels discouraged. He is very distant and reserved. He is assertive. He is entirely averse to risk and excitement. He is often cheerful. He has a fertile imagination. He is modest. He inhales sharply when he is angry. He laughs in a distinct fashion when he's exasperateed. He needs alcohol to get through the working day. He doesn't really care about anything anymore.

A short, sturdy creature fond of drink and industry.

Thanks you.

Quote from: Ruhn on February 06, 2014, 12:59:19 pm

Welcome, PlayingGood!!

Ty, really loving the story, couldn't resist joining in the fun.

Will of Obok

My sparring session was interrupted by shouting that a siege has come.

When i arrived it was a human and his armored polar bear that looked ready for thrashing, the fight was over quick but my memory seems to come and go lately, so when i get the chance to reminisce about the days long past, i take them.

Pulling out a small stash of prickle berry wine, which when aged correctly tastes like golden rays of sun on an azure day of deepest summer, i poured a mugful and began remembering one of my earliest memories.

As a youngdwarf i would go camping in the southern tundras with my uncle, he would usually leave me in the safety of the cabin while traveling great distances to find the sparse bears that lived amongst the barren wastelands of the arctic.

One day while out chopping wood to feed the fire, i spotted a monster of a bear, its pure white fur was blotched in blood and its fangs extended down giving him a saber tooth on each side of his mouth.

It's eyes were ice blue as it hungrily came towards me, i smelled death in the air. Grabbing the axe i had been cutting the firewood with i advanced towards the creature. We moved rhythmically towards eachother, like two minecarts on the same rail coming together for a glorious clash for Armok.

With one powerful swipe of its claw, i was laying in a puddle of my own blood. Struggling to stay conscious, as the snow melted from the warm red liquid that was coming from my wound. I reach downward to my leg and retrieved a dagger made of steel, it was nothing more then a skinning knife but it would have to do.

As the monster came pouncing down upon me i pierced one of it's eyes, it roared and tore another wound into me with its fangs. Never for a second did i fear death, never did i feel defeated, only anger rose up within me, anger like i have never felt before.

I crushed the bone handle of the dagger further into the eye socket and roared like a lion. The bear loosened its fanged vice on my rib bones and went completely limp. I struggled to remove the large fang that was stuck into my side, and crawled my way back towards the cabin.

Looking behind me a trail of blood, like a red carpet, flowed towards the door i was crawling to. Once inside, i lay upon the bearskin rug and slept. When my uncle arrived he cleaned my wounds and gave me large amounts of rum for the pain. For months i was bed ridden healing and recuperating.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **RoughRogue** on **February 06, 2014, 07:35:58 pm**

May I redorf him before the year ends? But I don't know if that hammerdorf is still alive within the tantrum spiral.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **RoughRogue** on **February 07, 2014, 08:19:03 am**

Spoiler: Nuckles' wounds (click to show/hide)



Contents:

blade weed [2]
blade weed [2]
blade weed [6]
blade weed
Longland grass [4]
Longland grass
blade weed [4]
blade weed [2]
blade weed
Longland grass
blade weed [2]
blade weed
blade weed [2]
blade weed

OH SHI-

I have no words to describe this... arrrghh! I was sober like a sheet of crystal glass for half a year! I ever won a battle while being sober! And ALL THIS TIME it was here waiting for me!! Armok, why did you punish me so bitter?!!

I need a smoke... But I vowed to myself that I will never touch any weed! Shit, what a dilemma... To smoke or not to smoke, that is the question.

Ahh... screw this. The weed already killed Spazbot and I don't want to be next. I lived without the stuff for half a year, so I think I could live without it some more.

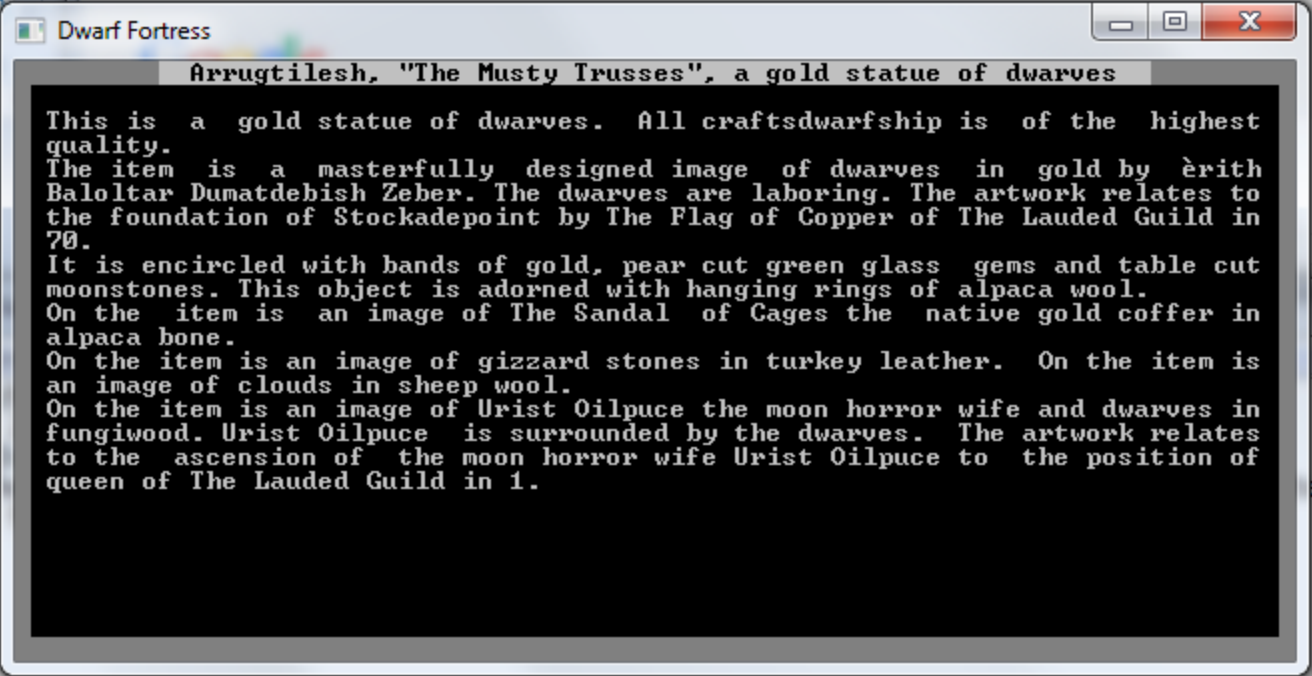
At least now I know where I can always get a supply.

Sns 11. What the heck?! All the blacksmiths in the whole fortress continue to complain that they have no lead to forge a minecart.

Cilob Alâthkâtâk, Ranger cancels Forge lead Minecart: Needs 2 lead bars.
Cilob Alâthkâtâk, Ranger cancels Forge lead Minecart: Needs 2 lead bars.
Id Olinvukcas has created a masterpiece!
Cilob Alâthkâtâk, Ranger cancels Forge lead Minecart: Needs 2 lead bars.
'Grimmash' Udargusil has created a masterpiece!
Cilob Alâthkâtâk, Ranger cancels Forge lead Minecart: Needs 2 lead bars.
Id Olinvukcas has created a masterpiece!
Alâth Ecemdatan, Miner cancels Forge lead Minecart: Needs 2 lead bars.
Alâth Ecemdatan, Miner cancels Forge lead Minecart: Needs 2 lead bars.
Alâth Ecemdatan, Miner cancels Forge lead Minecart: Needs 2 lead bars.
Alâth Ecemdatan, Miner cancels Forge lead Minecart: Needs 2 lead bars.
'Grimmash' Udargusil has created a masterpiece!
Rakust Uucarthob, Administrator cancels Forge lead Minecart: Needs 2 lead bars.

When I asked them who ordered this, they rolled their eyes and said nothing. We have no lead and we have nothing to do with minecarts, so you can get the heck out of the forges!

And one more thing. I saw it just now. One of our artifacts is a statue depicting the queen. And she is definitely *not a dwarf*.



As if the vampire mayor was not enough! I afraid of the day of her arrival in advance.

Sns 13.

Adil itonshameb, Clothier is taken by a fey mood!

Oh, another artifact panties coming soon? I hope there will be no image of queen on it.

Now he screams that he wants logs, cut gems, plant cloth, metal bars, rock blocks, tanned hides... Is it only me who thinks that this guy wants too much? I don't think he will make it, but at least we can try...

Get me a manager, quick!

Ah, I forgot... The manager is dead, and now I'm in this business. Shit. This is too much for one poor dwarven head!

Stop. We already have all of it. Over a hundred rolls of rope reed cloth, several logs that were not burnt to charcoal (those idiots must have forgotten that we have magma-powered metallurgy now!), tons of blocks of different rock and tons of bars of different metal, a stack of hides and enough gems to make the dragon explode with envy. So I have a question: what the fuck do you want now?!

Tim 2. And another weird creature came to greet us.

The Forgotten Beast Galka Icukwuvul has come! A huge serpent composed of grime and filth. It has a spiral shell and it squirms and fidgets. Beware its poisonous vapors!

Armok's beard, it STINKS! It must be the spirit of miasma or something... Somebody plug the gap in this fortification!

Tim 18. A caravan from the Mountainhome! I thought they won't show up. So, guys, would you sell us some cheese?

And with the caravan came thieves and snatchers. I thought we drove them off years ago, but they still attempting to steal anything - or anybeard. Honestly, I would be happy if they helped us to get rid of the dorfsplosion aftermath, but the merchants would not like it and they could advice the king not to leave old Mountainhome. So I sent Monitor and her squad to guard the courtyard. It's a pleasure to order the baroness, y'know... But I think that she'll strike back at the end of my year.

Tim 21.

Merchants have arrived and are unloading their goods.

An ambush! Curse them!

Goddamn greenskins, couldn't they wait for a week to attack? Anyway, the Tundras of Metal are on guard. They can't pass.

Monitor and others didn't even raise their crossbows. The caravan guards beat the goblins to dust. Tough guys. I wonder if they ever will migrate to Chamberdrums.

Tim 27.

Adil itonshameb, Clothier cancels Strange Mood: Went insane.

Adil itonshameb, Clothier is stricken by melancholy!

Thought so. The dumbass managed to die of thirst underwater. I wonder what he needed. Well, now he needs nothing at all.

I suspect that the current ruler is a dwarf and the moon horror is a former queen. I recall the necromancer I killed was a former queen as well.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **RoughRogue** on **February 08, 2014, 08:47:50 pm**

I'll check the legends later.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcom**
Post by: **RoughRogue** on **February 09, 2014, 05:32:08 am**

Sto**Mns 7.** It was a great deal! We got rid of all these rags and bought lots of useful goods instead. Actually, Grim managed to buy almost all the stuff the caravan had and even offer something to the king. Mwhahah, the crowned asshole will get a heart attack when he'll see our offerings. Tons of smelly tattered socks! You should have seen the look on the traders' faces... but they took it. I think they don't like the king very much either. Or was it because of Grim's bad habit to twirl his armed crossbow on the index finger?

Mns 10. We have too much animals. They breed uncontrollably and eat too much to feed each of them. All these puppies, piglets, lambs and leverets are certainly cute, but too much cutiness is turning into one disgusting fluffy wave. I ordered to slaughter most of them, leaving only a pair of each species for further breeding. Maybe we should expand the pastures to get enough food for them, but reducing the number of hungry mouths looks better to me.

But shit... I can't look at this.

Mns 20.
Farewell, guys. I'll wait for your cheese next year.
Now Chamberdrums is fully recovered of the tantrum spiral and is inhabited by 141 beard (including 53 beardless brats). Everybeard is fine, except the dumbass clothier who couldn't move his ass to collect ingredients for the artifact. We have new clothes, new food and new booze, and good old weed. What else do we need? He he he... A king to kill, of course!

Mns 27. The merchants aren't going to leave!
What the heck? They have our garba... I mean, our offering to deliver to Mountainhome. What do they think? Maybe they liked Chamberdrums too much?
Ah, right. The liaison is too slow for our Monitor. She is always on her feet and he just can't catch up with her to get her signature on his tablets.

Opl 6.
At last. Monitor looked relieved when this guy finally gave the nod to the caravan. See you next year, trashmasters!
After the liaison left, Monitor turned to us and said: "Let me introduce myself". At first I thought that she's gone crazy, but then she continued: "Kubuk 'Monitor Lizard' Alathkokeb, The Mighty Tooth of Cudgels... the *countess* of Chamberdrums!"
For a minute we remained silent and slack-jawed. Then the whole hall burst into applause and congratulations. She just stood and enjoyed it, looking incredibly happy.
Holy carp... now I have a countess under my command! Man, this is great... When else could I get such opportunity?!

Opl 24. Oh, another forgotten beast. I get another one every season. Is it a seasonal beast migration? Looks like a game of "collect them all".
It must be our mayor's daddy. We could make the family reunite, but that slicky bastard will run away from his cell at once. It's better not to take a risk.

Obs 2. One of the animal trainers went mad and claimed a craftsddwarf's workshop on the upper level. Somebeard told me that he is possessed by an ancient craftsddwarf's spirit and is going to make an artifact. I hope that craftsddwarves of ancient times didn't call trinkets as artifacts.
Stones, stones, stones, bones, cloth, gems, logs and... adamantine?! Holy carp, this artifact must be most precious in the whole goddamn universe! But if it will be another wooden scepter with a pair of adamantine spikes on it, I'll kill the guy. We don't have so much adamantine to waste it like this.

Obs 11. A-ha, greenskins are here again. Are they so stupid that they can't understand that it's useless to attack Chamberdrums? Or is it their way to deal with goblinsplosion?
Anyway... Slay 'em, guys! And I have... more important overseeing stuff... yaaawn... to do.
What? Oh, I see.
I told you that I'll kill you, sucker?!! You better run, so I could hit your back!

Obs 16.The siege was broken, but we've lost two beards. Grimmash got his right index finger infected, Maskwolf got both her legs cut open, and there's also infection in the wound. Nuckles's head wound was infected too. Our chief medic is a lazy bum. Won't she do anything about it?
And another good news: the merchants moved out at last. They sat in the depot for more than a month, and now they're gone, leaving behind some goods that were not stored yet.

Obs 28. I've done all that I wanted to do. So now I can just wait until the year ends.
To future overseers: don't search for me in my former quarters on level -3.
Look deeper, on -139. Keep out of the weed stockpile!
Or even deeper, in the new crystal moss lab. Nuckles and me are often to be found there.
Also, I expanded the graveyard in case of another tantrum spiral. Now it can accomodate several fortresses like ours and at least three nobles including the king along with the queen (a round burial chamber in the bottom). ~~Baroness~~ Countess Monitor Lizard's tomb was restyled, as well as her quarters near our barracks. Hope she liked it.
So, it's already first morning of year 139. I'm gonna give this book to the new overseer. I still don't know who will be it. Like a game of "guess who". Hm... Right. First one who enters my room will get the overseer's chair.
Oh, somebeard's already knocking at the door!
"Come in whoever you are! I have a gift for you."

Spring has arrived!

Press X to get save (<http://dffd.wimbli.com/file.php?id=8408>)
OOC: I forgot to screenshot the fortress status. Not a lethal fault, is it?

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **February 09, 2014, 09:45:56 am**

Wow, you did a great job saving the fortress from tantrum spiral... Man, I wonder how Lizard reacts to those new suites of Roughroque. I guess I should make her a champion.

So , anyone willing to take a turn? If not, I'll do the second intermission.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **February 09, 2014, 12:28:53 pm**

I would be willing to ~~let my psychopathic tendencies slide a bit in order to see this fort into some nice bloodbaths~~ lead us once more.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **February 09, 2014, 01:48:31 pm**

Quote from: Grim Portent on February 09, 2014, 12:28:53 pm
I would be willing to ~~let my psychopathic tendencies slide a bit in order to see this fort into some nice bloodbaths~~ lead us once more.

That would be great. As we have no new players on our list, you can download the save and start right away.

Some notes for the future overseer:
1. We need more soap.

- 2. More cheese is also required.
- 3. Please, dorf Evilx as Grey Dwarf the hammerdwarf.
- 4. There's a pile of trolls bodies right next to the bridge. I think we should dump the corpses once again.
- 5. The fortress lacks proper front doors. They must have been destroyed by invaders or something.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **February 09, 2014, 04:22:23 pm**

I'll download it and take a look around tonight and should be able to update in the next few days. Probably Tuesday as I have just a few lectures then. I have a strange hope that it's a mess in the fort, can't think why. :D

Tantrums are *fun*. Not that I intend anything disruptive to the well being of my fellow dwarfs of course.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **PlayingGood** on **February 10, 2014, 12:40:56 am**

Obok's Journal
First of spring, year 139

We were so confident in our ability to overcome these greenskins that we laughed and fought, after they were destroyed we were shocked to see nuckles head wound was looking green and slightly discolored as was Grimmash's finger, Maskwolf also took slashes to both of her legs while trying to reload.

I remember the first time being called The Bulbous Sickness, it was in the foul year of our god 109, i was walking home happily drunk from the Bearded Clam, the best `hole in a hill` bar in all of Mountainhome, singing a hot new tune amonst the dwarven thieves,

***In the land of ale and honey,
We live a quiet life of archery,
and we sing about acts of treachery,
while never forgetting Armoks slavery,***

***When a stinkin` elf is near us,
He throw him into the grass,
Then proceed to kick his ...***

When i was accosted by three elves that were unhappy about a business arrangement we had agreed upon days before. It seems they were of the mindset i traded them arrows tipped with green glass instead of jade. While this being true, i didn't care to have any stinking elf tell me my own business in Mountainhome.

*They kept insisting;
"We needed those jade arrows for tree spirits that roam our homes to the west, glass will not destroy the.."*

I had had enough talking and made short work of them. Then headed home to get some rest. When i woke up the city guards were pounding on my door. They told me to follow them and asked me;

"One is decapitated, the other two so unrecognizable beaten to death we must bury them before someone comes looking for lost elves and tries to identify them, you were spotted heading this direction last night, what happened?"

A small crowd had gathered, and i explained that i was jumped by these dagger wielding tree lovers, they had thought i was easy prey being so drunk, but were wrong. The crowd sympathized with me, but many also threw up, weak stomachs i suppose. Whenever i'd visit the bearded clam thereafter i was called the Bulbous Sickness, on account of what happened to those who looked upon the elves i had killed.

Oddly enough the name seemed to stick.

OOC:

Are these too long? I can shorten them from now on if you guys want.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **February 10, 2014, 08:47:13 am**

Succession games always astound me in how different the fortress looks a few turns after your own does, and it's been nine turns since I played, so I'm rather confused. Also a tad annoyed that no one ever finished my golden apartments. :P

We're clearly rigged up for a large population, but we have no solid habitation area, just swathes of rooms scattered around, tunnels that seem to serve no purpose, large unused rooms that appear to be memorials of some sort. Dining rooms in a couple of places. This place is a piece of architectural madness.

Glorious.

EDIT: I am disappointed in the state of the military, they have unspecified uniforms, just 'steel this' and 'steel that'. Where's the '* Steel Right Gauntlet *' and '= Adamantine Helm ='?

~~Also, is the Grey Dwarf meant to be any dwarf or has one been picked beforehand?~~ There's a dwarf called the Gray Dwarf already, he's a spearmaster.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **February 10, 2014, 12:00:15 pm**

Quote from: Grim Portent on February 10, 2014, 08:47:13 am
Also, is the Grey Dwarf meant to be any dwarf or has one been picked beforehand?[/s] There's a dwarf called the Gray Dwarf already, he's a spearmaster.

Actually, Evilx wanted his dwarf to be a hammerdrarf, sp we need to redorf him.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **February 10, 2014, 12:02:43 pm**

Quote from: Monitor Lisard on February 10, 2014, 12:00:15 pm
Quote from: Grim Portent on February 10, 2014, 08:47:13 am
Also, is the Grey Dwarf meant to be any dwarf or has one been picked beforehand?[/s] There's a dwarf called the Gray Dwarf already, he's a spearmaster.
Actually, Evilx wanted his dwarf to be a hammerdrarf, sp we need to redorf him.

Right, in that case I'll find a peasant or something and hand them a club.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **February 10, 2014, 12:28:10 pm**

@PlayingGood: Your journal posts for Obok are great, don't worry to shorten them at all.

@Grim: I noticed that happened a couple years ago when military was overhauled. If you want to jump in and change back to specific equipment we will be grateful. Daria's squad needs to be changed back to knives, if RR didn't do that already.

I'll try to look over fortress tonight and make Nuckles' journal entry.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **February 10, 2014, 12:35:41 pm**

Quote from: Ruhn on February 10, 2014, 12:28:10 pm
@Grim: I noticed that happened a couple years ago when military was overhauled. If you want to jump in and change back to specific equipment we will be grateful. Daria's squad needs to be changed back to knives, if RR didn't do that already.

I think I shall need to, proper equipment is an important thing for a military. Daria's even complaining of worn out clothing! She should be fully clad in armour 24/7, as should all our other soldiers. Grim isn't even carrying a quiver!

I can understand overhauling things, but it's always easier to do proper allocation at the time of squad creation. Not doing it then is something of a pet peeve of mine.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **PlayingGood** on **February 10, 2014, 08:20:32 pm**

Quote from: Ruhn on February 10, 2014, 12:28:10 pm
@PlayingGood: Your journal posts for Obok are great, don't worry to shorten them at all.

@Grim: I noticed that happened a couple years ago when military was overhauled. If you want to jump in and change back to specific equipment we will be grateful. Daria's squad needs to be changed back to knives, if RR didn't do that already.

I'll try to look over fortress tonight and make Nuckles' journal entry.

Cool thanks,

Trying to massage in some history while relating to current events.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **February 11, 2014, 12:31:28 pm**

I started looking into military gear reform, and found that the gear list if obscured by mountains of troll and human large clothing, goblin junk and a thousand other things. Has no one been cleaning up this junk? Mass melting and dumping are being performed.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **February 11, 2014, 01:15:28 pm**

That atom-smasher room on the second level might come in handy.

One thing I thought of last night: Were some of the animals that Rough Rogue wiped out part of the cheese industry?

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Grim Portent** on **February 11, 2014, 02:09:08 pm**

Journal of Grim of Chamberdrums - year 139

1st Granite
I decided to go and find out who was currently in charge of the fortress, my isolation has left me rather ignorant of recent events. Upon opening the door a book was shoved into my hands, a voice said 'Well it's your lucky day,' and then I heard the sound of running feet before I could get a good look at them. There was a note pinned to the book saying I'm the overseer. I looked up and down the corridor I was standing in, watching the bustling of dwarves as they cleaned the fort, sorting and shifting stuff. Things are a lot more complicated since I was last in charge here... Dear Armok what am I in for? I hope I can at least find some time for fighting.

5th Granite
Countess Monitor, it feels weird thinking about that, came into my office today as I was trying to understand the current state of the records and ordered me, *me*, to get someone to make catapult parts. Who does she think I am? We built this place side by side! Bah, I've slipped the order into the bottom of a pile of orders for cheese, soap and bolts. It's not that important a task.

Next I think I'll look to plugging that leak in the aquifer some fool cut on the surface.

2nd Slate
The aquifer has been sealed with a plug of earth dropped in from above. The water flow is drying up already. I'm quite happy with how that turned out, we didn't even get anyone hurt in the process. It feels nice to be working with my fellow dwarfs again without it being in a combat role. I seem to be thinking a bit clearer than I was.

16th Slate
I decided to try and sort out the military gear we're using. While sorting through the stocks we've got I found that we've got a huge pile of junk, weapons and armour from every siege ever to throw itself at us it seems. I'll never be able to find usable gear among all this stuff. I'll get the metal stuff melted down and have someone dispose of the clothing and other junk.

20th Slate
I was standing in the courtyard this morning watching people haul troll corpses away from the gates when I saw a small band of dwarfs approach. Most of them brushed past me and went into the fortress, but two wandered over to speak with me. They looked to be a couple by the way they interacted. My suspicion was confirmed when the man stepped forward and spoke to me.

Dwarf:'Good morning to you my fine man. I don't suppose you could tell me if this is Chamberdrums?'
Grim:'It is.'
Dwarf:'Ah, good. You see our daughter Cerol moved out here back in 130 and we were interested in how she's doing.'
Grim:'You could have written her a letter.'
Dwarf:'We did, but no one responded, we weren't surprised considering the state of the roads on the way here. But we felt it best to see what was going on ourselves.'
Grim:'Fine, come with me and we can check the records for her assignment.'
Dwarf:'Thank you. What is your name by the way?'

Grim:'I am Grim, current Overseer of Chamberdrums.'
Dwarf:'Grim? The one who killed the necromancer?'
Grim:'Yes.'
Dwarf:'Then you must know the Countess, and Maskwolf, Daria and the other military veterans of this place!'
Grim:'Yes.'
Dwarf:'Why sir back in the old Mountainhomes your deeds are all legendary, songs are sung about your battles and the wealth of Chamberdrums.'
Grim:'Really?'
Dwarf:'But of course, traders tell stories of the stout defenses of this place.'

At this point we had arrived at my office and I began to search the records for mention of the dwarfs daughter. I was puzzled I must confess. I had no idea we were famous elsewhere.

I stirred from my puzzlement when I caught sight of a piece of paper with the name Cerol at the top. I pulled it free from the records, it was a mortuary report. The couple's daughter died some time ago. I turned to them and handed them the paper.

Dwarf:'So... She's dead then... I feared as much but wouldn't admit it to myself.'
Grim:'...I'm... sorry.'
Dwarf:'Don't be, you're not too blame.'
Grim:'I hope it's not a problem if I ask your name? I'd like to add it to our records, both of arrivals and of Cerol's relatives.'
Dwarf:'Of course... My name is Melbil Ducimid, and this is my wife Stukos, the Queen Consort.'
Grim:'Thank you I'll enter it into... Wait... Did you say *Queen Consort*?'
Melbil:'I did.'
Grim:'You're the *King*?'
Melbil:'Yes, I'm the King. King Ducimid, but I prefer Melbil.'
Grim:'I... I don't know what to say your majesty.'
Melbil:'Please, don't make this a big thing. But as long as we're in the records room, could we look for the names of any of my grandchildren in the fort? I happen to know several live here.'
Grim:'Of course. Of course we can.'

I didn't know what to think, this was the King, the man responsible for sending me here... and he was just another dwarf. Calm, neat. A bit short. After we scoured the records for mention of his family I took him to speak to Monitor. She's the Countess, she's meant to be the one who handles this stuff.

The monarch has arrived. I repeat, the monarch has arrived. On a whim I decided to look through his family relations and found that there a few of his descendants living here, I haven't fully counted and labeled them all yet but we have over half a dozen of his grandchildren living in the fort.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Ruhn** on **February 11, 2014, 04:46:36 pm**

Quote from: Grim Portent on February 11, 2014, 02:09:08 pm

The monarch has arrived. I repeat, the monarch has arrived. On a whim I decided to look through his family relations and found that there a few of his descendants living here, I haven't fully counted and labeled them all yet but we have over half a dozen of his grandchildren living in the fort.

"Houston, we have a problem"
I doubt all of these relatives will stay quiet when their grandpa has this big accident we've been planning. And some of us might even be friends with them!

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Timeless Bob** on **February 11, 2014, 04:54:13 pm**

Upon hearing the news (which travels faster than the speed of light - it travels with the speed of *gossip*):

" We must destroy the entire line, root and branch. A dormitory of cells there will be, leading into the King's long awaited chambers. Into these cells we will put all the relatives and grandchildren, even unto the fourth generation. There they shall languish until all have forgotten their faces, and only at that point will we dispose of both the King and his line. We shall rename them with cell numbers and give each an iron mask to wear, so that even they themselves will forget their own visage and no longer remember their names or lineage. It will be... wonderful!

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **PlayingGood** on **February 11, 2014, 07:59:45 pm**

Obok's Journal, 21st of slate, year 139

News have been circulating of Chamberdrums legacy back in Mountainhome, also the king has said to have arrived. But i have not let him see my presence here.

I took the opportunity to meet with Monitor Lizard today and tell her of my dream, to which she explained an elaborate plan of revenge and fearsome treachery. Usually nothing has a effect on me now days, but this excited me, in the name of Armok, i was actually feeling excited...

It has been years now, and i have finally accepted this place as home, ever since i named my battle axe, Ramolumid "The Euphoric Fall", i've been wanting a true home. It is funny, as you get older, how you attach significance to places and things.

This journal is my friend, and telling memories to you, my dear friend, is pleasurable beyond words. For some reason i feel like you will be read someday, by someone in a place much different then here and now.

Before i arrived at Chamberdrums, the place was already gaining a reputation for wealth and bloody battles, the king was no longer sending just criminals to die here, but sending spies as well. When i heard of such a opportunity i applied for position of being a spy for the king.

When i met with our royal king, he was impressed with my strong fighting spirit, and many battle scars. But took a disliking to me when he was alerted to all my illegal activities in Mountainhome. I told him i would be able to fit in well, with the other criminals that were running the place, but he still dismissed me abruptly.

This made my blood boil, so i attempted to assassinate him. It was early morning when i struck, i killed two guards easily and reached the inner kings mansion, unfortunately there was a assembly of spies being processed by the king personally. They all looked very rough and when they caught sight of me lurking in the shadows they tried to apprehend me.

I had to escape quick so i leap from an open window, nearly breaking my ankle on the way down. No one jumped from the window, but ran after me taking the long way out of the front gate. By the time they tried to reach me i was gone.

This is when i decided to come to Chamberdrums.

Hearing of this plan to Cheese the king to death has made me Ecstatic, i sit here with my Bismuth Bronze Battle Axe, and feel like everything is euphorically falling into place.

Armok works in dubious ways.

Title: **Re: Dorfday: The Heist - Not that carefully planned regicide (Players are welcome!)**
Post by: **Monitor Lisard** on **February 12, 2014, 01:43:44 am**

From a diary of Countess Monitor Lizard of Chamberdrums:

"The significant day has come! Today, when our haulers were moving troll bodies to the junkyard, Grim informed me that our king Melbil had arrived! I asked our broker to gather the team in our secret meeting hall and then headed to my office. A stout-looking, modestly dressed dwarf and his wife were patiently waiting for me next to my quarters doors. I greeted them as politely as I could, inviting them to my throne room. The king seemed to be pleased. He commended on our work, calling us "honest members of dwarven society". Last time I saw this face when I was in a courthouse, sitting side by side with Firecrazy, Magni, Grim, Daria, Nuckles and Rufus, my face beaten with training swords. But this time, I am not a wretched criminal - I am the Countess of Chamberdrums now.

Grim says that king Melbil has many relatives here. I think we should be merciful with them. Who knows, maybe they were meant to be confined too. Some dwarves think otherwise, though. Well, we'll discuss it on our meeting.

One more thing: today Obok came to my office and told me that he had some kind of a dream about about trap we were making for the king. Rumours about that have been circulating for a long time, so I decided to tell him everything. No wonder he approved of our idea - he calls Chamberdrums his home."

I'll start a new poll about the king and his family soon.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **RoughRogue** on **February 12, 2014, 07:35:28 am**

From the diary of Cpt. 'RoughRogue' Roomtrade

Holy Armok's dirty ass! It worked! It freakin' worked!!! We finally managed to lure the crowned bastard here - no doubt that my last offering was a final straw that broke the camel's spine. For all these years we've been dreaming of his painful death from our hands. Now the dreams are about to come true.
I was at the barracks at the moment when somebeard ran into the doors and cried: "The king is here!!". I lost my concentration at once and accidentally smashed apart the training dummy (coincidentally, it had a crown nailed to its head by somebeard as a joke).
This is the best day of my life. If all will go as it should, I'll be the drunkest and the highest dwarf in all this goddamn universe, and f**k my vow not to touch the weed anymore. If only it will go as it should...
We have cheese, lots of it, but it wasn't in the proper stockpile when I stepped down. Well, two months passed since that day, so the beards could really make it. And that slate in the upper stockpile - I've even mined out the entire slate layer nearby to make it full, but the beards didn't seem to haul stones there for some reason. And I don't know anything about mechanisms in the support pillars. What if they rusted for all these years of inactivity and won't work in the last moment?
Dammit, holy giant carp, I can't calm down. The deadline is coming. The primary target is here. The Oars of Bearing can't wait too. By Ziril and Armok, I barely hold them from the direct assassination! The fortress is waiting for the great show, not just for the chopped off crowned head.
We'll make it. The Mountainhome of Chamberdrums will be first to become anarchic. No king, no nobles... except for Lizard, of course... and no punishment for drug dealing.
By the way, about drugs. We have a test batch of crystal moss - Nuckles was going to test it on one of the caged goblins. But we can test it on the king himself! The moss powder is tasteless, it can be mixed into the food so the bastard won't suspect anything until he sees pink elephants flitting around. It would be additional fun to see his reaction before the ceiling falls. Gonna talk with Monitor about it.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Ruhn** on **February 12, 2014, 12:46:30 pm**

Personal Diary of Nuckles

Well, we finally tricked the King into comming to this "trading outpost". If we stick to the plan everything should be alright. We might have to get the queen and his bodyguards into that throne room when we make our play, otherwise there could be trouble for us. I think we should act quickly, before somedwarf starts asking to meet with our sheriff and see the prison area. Chamberdrums never has and never will have any of that garbage, but if these authority-types find out then the front we have been working on for so long is gonna go up in smoke. Instead of exile we might be meeting the Hammerer this time!

With all of the honest and king-loyal dwarves that have started living here the last couple years, I don't know if we can follow through with this idea of killing that sucker's entire family. Quite a few of our gangs had to bury members in these last few fights, and recruitment is slow lately. Dunno if we've got the numbers if this thing turns into one of those "loyalty cascades" I've heard about happening in other places over the years.

Lizard's calling a meeting soon, I'll share my thoughts and let's make this happen. It will all be over soon, One Way or Another.

--- ---
OOC: There is a small room at the top of the throne-room trap with a backup lever. If anyone is going to be there when the trap goes off, it should be walled off the rest of the way so the dust doesn't knock somedwarf off the ledge.

Is it safe to say that the entourage did arrive? If we don't kill them with the king, I think they should be put into a squad and ordered to attack us in retaliation.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Evilsx** on **February 12, 2014, 04:07:40 pm**

OOC: What if... we have someone take over as 'King' after the this one meet his 'fate'?

Edit:Also I believe this should be played as the current overseer active the trap for the king
http://www.youtube.com/watch?v=kLp_Hh6DKWc

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Grim Portent** on **February 12, 2014, 06:25:29 pm**

An entourage did arrive but I didn't keep track of who they were. The trap isn't fully loaded by the way, so I may not be triggering it for some time.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **PlayingGood** on **February 12, 2014, 06:50:58 pm**

OOC:

rofl, loving the updates. Can't believe you guys actually got the king to come!

RoughRogue's journal had me cracking up.

Spoiler (click to show/hide)



Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **RoughRogue** on **February 12, 2014, 09:30:00 pm**

Quote from: PlayingGood on February 12, 2014, 06:50:58 pm

RoughRogue's journal had me cracking up.

[Spoiler](#) (click to show/hide)



The smoke that makes you laugh... is it what I think?:)

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Monitor Lisard** on **February 12, 2014, 11:59:25 pm**

By the way, I am not sure if my vote was counted, because I pressed "Show results". My vote's on the first option from top.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **PlayingGood** on **February 13, 2014, 02:27:37 am**

Quote from: RoughRogue on February 12, 2014, 09:30:00 pm

Quote from: PlayingGood on February 12, 2014, 06:50:58 pm

RoughRogue's journal had me cracking up.

[Spoiler](#) (click to show/hide)



The smoke that makes you laugh... is it what I think?:)

Havn't been recently, but it sure does bring back good memories :D

I put the High in Highschool
[Spoiler](#) (click to show/hide)



Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Timeless Bob** on **February 14, 2014, 03:47:53 am**

Quote from: Grim Portent on February 12, 2014, 06:25:29 pm
An entourage did arrive but I didn't keep track of who they were. The trap isn't fully loaded by the way, so I may not be triggering it for some time.

Enough time to dig out the cells for all the dwarves who are loyal to "His Royal Highness", I'm sure though. We need to separate those populations and fast. I certainly hope none of the founding cabal is friends with a loyalist.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **PlayingGood** on **February 14, 2014, 10:13:02 pm**

Quote from: Timeless Bob on February 14, 2014, 03:47:53 am
Quote from: Grim Portent on February 12, 2014, 06:25:29 pm
An entourage did arrive but I didn't keep track of who they were. The trap isn't fully loaded by the way, so I may not be triggering it for some time.

Enough time to dig out the cells for all the dwarves who are loyal to "His Royal Highness", I'm sure though. We need to separate those populations and fast. I certainly hope none of the founding cabal is friends with a loyalist.

I'm with Timeless Bob, we should make obsidian statues out of the loyal king's family line... And magma is the way to do that :).

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Monitor Lisard** on **February 15, 2014, 01:55:25 am**

Ok, it seems that everyone has made their mind. Grim, you can now execute the king and put all his relatives in cells.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **RoughRogue** on **February 15, 2014, 10:15:27 am**

Quote from: Monitor Lisard on February 15, 2014, 01:55:25 am
Ok, it seems that everyone has made their mind. Grim, you can now execute the king and put all his relatives in cells.

HELL YEAH! And don't forget to describe every second of the main event in your log. I want to see as the royal bastards suffer. Saint revolutiooon!!

And could you save before it and upload the save for me, please? I've never had a king in the fortress and I've never killed nobles like that, so I wanna try.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Authority2** on **February 16, 2014, 07:25:16 am**

From the journal of Authority2:

asdfgsdghfgasdfgasa.

...

ELEPHANTSELEPHANTSFDAFSAFSAFDFASDA.

!!!!!!

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Monitor Lisard** on **February 16, 2014, 10:00:12 am**

Quote from: Authority2 on February 16, 2014, 07:25:16 am
From the journal of Authority2:

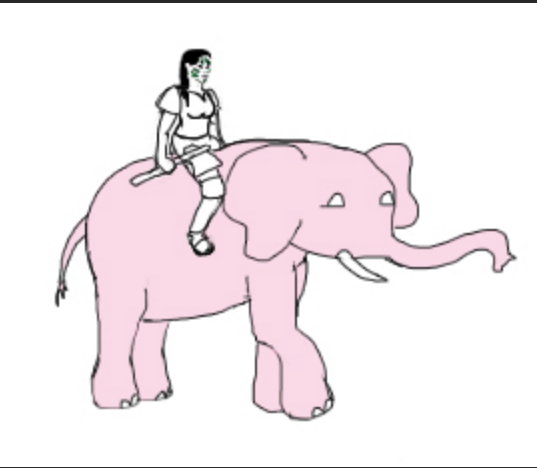
asdfgsdghfgasdfgasa.

...

ELEPHANTSELEPHANTSFDAFSAFSAFDFASDA.

!!!!!!

This is an engraving of "Rough Rogue" the dwarf and a pink elephant. Rough Rogue is riding the pink elephant. This picture relates to the visions of "Authority2" the dwarf in Chamberdrums.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Elephant.jpg.html>)

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **PlayingGood** on **February 16, 2014, 06:16:08 pm**

Quote from: Monitor Lisard on February 16, 2014, 10:00:12 am
Quote from: Authority2 on February 16, 2014, 07:25:16 am
From the journal of Authority2:

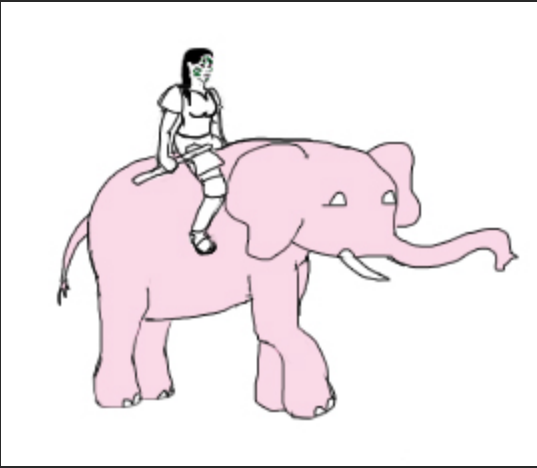
asdfgsdghfgasdfgasa.

...

ELEPHANTSELEPHANTSFDAFSAFSAFDFASDA.

!!!!!!

This is an engraving of "Rough Rogue" the dwarf and a pink elephant. Rough Rogue is riding the pink elephant. This picture relates to the visions of "Authority2" the dwarf in Chamberdrums.



(<http://s1185.photobucket.com/user/Georgethegunner/media/Elephant.jpg.html>)

Obok admired a legendary engraving lately

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Timeless Bob** on **February 16, 2014, 11:48:45 pm**

After this, I'm gonna take the save, "adventurize" all the named dwarves (and their squads) using DFHack and lead them to the Capitol in a grand insurrection! (Also, I'll use "Overseer 0.7" to make maps of the fortress and the path to the Capitol, so everyone can follow our journey in "real time" and actually tread the halls in 1st person that has seen such glorious history. (Unfortunately, Overseer just uses constructions and landscapes in it - no animals, people, items or furniture. Still, It's a fun perspective.)

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Grim Portent** on **February 17, 2014, 12:41:00 pm**

Quote from: Timeless Bob on February 16, 2014, 11:48:45 pm
After this, I'm gonna take the save, "adventurize" all the named dwarves (and their squads) using DFHack and lead them to the Capitol in a grand insurrection! (Also, I'll use "Overseer 0.7" to make maps of the fortress and the path to the Capitol, so everyone can follow our journey in "real time" and actually tread the halls in 1st person that has seen such glorious history. (Unfortunately, Overseer just uses constructions and landscapes in it - no animals, people, items or furniture. Still, It's a fun perspective.)

With what I'm planning there may not be enough named dwarves left for that.

I'll have an update up either late tonight or sometime tomorrow, I'd have had one up sooner but I've been busy with little tests, a new RPG and other stuff.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Timeless Bob** on **February 17, 2014, 05:54:37 pm**

You planning on making this a Pyrrhic celebration? Drop the entire fortress into magma, leaving only the kingtrap and cells remaining or something? (How very Bugs Bunny)

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Grim Portent** on **February 17, 2014, 05:59:30 pm**

Quote from: Timeless Bob on February 17, 2014, 05:54:37 pm
You planning on making this a Pyrrhic celebration? Drop the entire fortress into magma, leaving only the kingtrap and cells remaining or something? (How very Bugs Bunny)

Nothing so elaborate. I'm still deciding quite what to do, but I think I can make it Fun no matter what.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Timeless Bob** on **February 17, 2014, 06:03:57 pm**

Aw. Empress Daria will become "Daria Downer" (nickname), "Depressed Debutante" (title) if she survives this.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Monitor Lisard** on **February 18, 2014, 03:45:21 am**

Quote from: Grim Portent on February 17, 2014, 05:59:30 pm
Quote from: Timeless Bob on February 17, 2014, 05:54:37 pm
You planning on making this a Pyrrhic celebration? Drop the entire fortress into magma, leaving only the kingtrap and cells remaining or something? (How very Bugs Bunny)
Nothing so elaborate. I'm still deciding quite what to do, but I think I can make it Fun no matter what.

Does it have something to do with the candy spire? Like, Grand Sweet-shop Heist or something?

Also, could you share the current save with us?

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Grim Portent** on **February 18, 2014, 07:42:13 am**

Can do.

Save shortly after kings arrival: <http://dff.d.wimbli.com/file.php?id=8430>

Since I'm trying to do this in a very story driven way I'm trying to track down every relative of the king. For some reason Maskwolf is being flagged as the Aunt of his grandkids. I'll do some digging and find the exact relation. Though it may well be that there are more loyalists than rebels in the fort.

Right, I've worked it out. Maskwolf's brother married the King's daughter.

I think RoughRogue is related to the royal family as well. His uncle was the kings son in law. Maskwolf is his Aunt.

That seems to be all for relatives to the kings heirs. (Excluding the vast hordes of unnamed relations)

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Grimmash** on **February 18, 2014, 10:57:49 am**

Journal of Grim of Chamberdrums

21st Slate

I have sent out an order to step up the loading of the trap. With the king here we haven't much time. We have made a verdict and I will carry it out no matter my misgivings.

I spent much of today watching the king meet his extended family here. It was a touching scene, though I allowed it mostly to distract the old man. To further the illusion of welcome I am having some rooms dug out for him near the trap.

I feel... relaxed. In a way I haven't for quite some time. I spent a little while cutting gems yesterday. It was nice.

16th Felsite

A caravan of Elves arrived today. The King went out to speak with them, I accompanied him of course. He was the very picture of friendliness. I stood there, crossbow in hand, as he chatted amiably to the Elves. I could taste a tang in the air.. My hands felt slick and my heart thundered in my ears as I stared at one of the elves. The soft pulse of the veins in his forehead. The jugular in his neck.

I snapped. My hands whirled about my crossbow. I loosed a bolt. The Elf dropped gurgling. Blood sprayed. Screams. Cries. The sound of my squad loosing bolts into the traders. The king's face as he stood there shocked.

I turned to him and coldly told him to go to his throne room while we cleaned up. One of the wounded Elves reached out to grab his leg. I crushed it's skull with my crossbow. To think I nearly lost myself to my old ways.

17th Felsite

As midnight struck we stood gathered around the shaft at the top of the king's throne room. No hoods. No masks. No disguises. Nothing but the smell of that insufferable weed. The wretches around here really need to quit that habit.

As one we turned to look at the Countess. Our leader. The one who was ultimately responsible for several of us being here. Not that it mattered anymore. Each of us had been bought and sold, one way or another, since we first came here. Not one of us was who we were originally.

We conversed for a while. I do not remember what was said. Only the final words. Monitor silenced us with a wave.

'It is time, time for revenge.'

We could hear the king pacing in the room below us. It had been locked behind him hours ago. He had yelled for a while. He gave up on that eventually.



(http://s1312.photobucket.com/user/grimportent/media/Kingbeforefall_zps84032b2f.png.html)

With trembling hands I reached towards a lever. The enormity of this kill, the value of the blood I was about to spill, it made my heart sing.

I seized the lever. I pulled.

A creak.A crash. A roar. The sound of falling rock, clanging metal, tinkling gemstones. In the midst of the tempest of noise and dust: A scream.



(http://s1312.photobucket.com/user/grimportent/media/Collapse_zps7334d194.png.html)

I turned, brushed past the others, pelted down the stairs like a man possessed. I flung apart the doors to the kings chamber and beheld the fruits of a decades labour.



(http://s1312.photobucket.com/user/grimportent/media/KingDead_zps5ad2107f.png.html)

The blood of a monarch stains gold so bright on this schemer's night.

18th Felsite

I have decided, in light of the change in management, that we are going to retake the caverns from the monsters we have allowed to roam within. As I cannot make heads not tails of the passages already around the caverns I am having a new one dug down into them. We Dwarves are free to go where we please and no beast from before time has the right to stop that. I will see our halls painted with their blood before I bow to them.

22nd Felsite

I was walking through a hallway and heard some babbling from the other side of a wall. When I asked about it I was told that the mayor was kept locked on the far side due to him being a vampire. I had the wall removed and the door was immediately flung open by a wild eyed figure gibbering like a fool. I suspect that his mind has broken from his captivity.

14th Hematite

I have begun the creation of a new project. One that will shake the very foundations of the earth. I only hope it is complete before anyone realizes what I am doing.

17th Hematite

A forgotten beast rose against us from the depths today. It was dispatched by just two of our soldiers and killed only some pathetic bonecarver, His blood stains the walls around the tunnel mouth from which the beast emerged. Even now as I gather more of our soldiers there I hear more of the monsters gathering, like rats around a drainage pipe.

Kings dead. I took 3 screenshots of that, will post them up in a bit. Am working to clear out or beast infestation and clean up junk.

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **PlayingGood** on **February 18, 2014, 07:05:11 pm**

Obok's Journal

17th Felsite

The twisted screams of pleasure raced through the stone walls and danced within our ears, the moment has come, and the king has perished.

It has been years since i tried to assassinate that royal rat, but today has been very satisfying indeed. Prickle Berry Wine, by the mugful!

17th Hematite

We have struck the earth, once again. We are digging deeper, and a forgotten beast was slayed just today. It's distorted shape and vile innards now repaint the walls around us. My only woe was i did not get the final blow.

Spoiler (click to show/hide)



OOC:
Art was created by boblea, of deviantart

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Monitor Lisard** on **February 19, 2014, 01:39:42 am**

From the diary of Countess Monitor Lizard:

"It's time. Time for revenge." - I said with passion. Almost everyone nodded, although I noticed Maskwolf wasn't too excited about this. Some other dwarves also frowned at my words. Grimmash looked ecstatic.

When I met king Melbil, I was... Surprised. I couldn't believe that we were going to kill that modest dwarf. For a moment, I hesitated. But then I realised that I had no choice. It did not matter who pulled the lever. Fate of the king was no longer in my hands. There was no way back...

Grim was the one who did it. He has almost certainly gone mad. He sends the grunts to deal with Forgotten Beasts which are roaming in the caves. Something is going on. I'm not sure yet, but it seems to have something to do with fell beasts of the depth.

*For all this years, I was living in Chamberdrums, but maybe it's time to leave this place? I hid a bag of gold coins in my room... You know what? F**k this place! I'm gonna grab a couple of adamantite wafers and buy myself a large-ass castle. Countess Monitor Lizard, you say? More like big boss Monitor Lizard..."*

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **RoughRogue** on **February 19, 2014, 02:30:42 am**

Frm teh dairy of RoghRogg teh frekin' happy dorf
 Wheeeeew it ws just as I imagnd. All of us stood neer teh lever taht shuld releze all stuff we broguht dawn to king Mill Bill or wuts his
 name. Montrrr, Gtim, Daria, aunt Makwolf and oters, eevn nukles meneged to crawl domn hre. Th basttrad yllled sumtin but Grim puld de
 triggr and i becme deef form all tis noise. The room was runid and ther waz a pile of all teh stuf we loded to srockpils. And a pool of blod
 ander it.
 Time t serebrate! I get me weed end me bzze end teh critsal moss nukclez gave me
 (remaining part of the diary is filled with unreadable signs)

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Timeless Bob** on **February 19, 2014, 02:52:39 am**

Mmmm.
I can just feel the last bit of satisfaction - the King is dead, long live... The Empress!
Countess Monitor Lisard looks ready to leave, Maskwolf can see the way cleared before her - Dowager Aunt of nobility is the closest to the old bloodline in legitimacy for my purposes. Soon enough, my Assassins will steal into the old seat of power and make right all the old wrongs - let there be poison, bloodshed, violence and fell laughter, for the Empress Daria, Deathmaiden, is ready to rule!

"So..." She looks about her with a quirk of eyebrow and a smirk, "You guys ready for some REAL fun?"

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Monitor Lisard** on **February 19, 2014, 03:37:52 am**

Quote from: Grim Portent on February 18, 2014, 06:30:09 pm

Am working to clear out or beast infestation and *clean up junk*.

Does it mean getting rid of witnesses and flooding the fortress with magma?

Title: **Re: Dorfday: The Heist - The king has arrived! (Players are welcome!)**
Post by: **Grim Portent** on **February 19, 2014, 04:41:23 am**

Quote from: Monitor Lisard on February 19, 2014, 03:37:52 am

Quote from: Grim Portent on February 18, 2014, 06:30:09 pm

Am working to clear out or beast infestation and *clean up junk*.

Does it mean getting rid of witnesses and flooding the fortress with magma?

I am building something destructive, but magma, water, clowns and forgotten beasts aren't part of it. I want to cause a lot of destruction in one huge burst of death. I intend to wound the planet itself. Cleaning up junk is just to improve FPS.

I actually stepped up the kings death because I realized that he had a very high chance of dying at new years if anyone's interested. The guy was *old*.

EDIT: Slipped some screenshots of the kings demise into my journal entry.

Title: **Re: Dorfdag: The Heist - The king has been killed!(Players are welcome!)**
Post by: **Timeless Bob** on **February 19, 2014, 10:41:14 am**

That would have been *Hilarious!* All that work to assassinate the King and he doddles off into death peacefully in his sleep. A few of us would've split a gasket in outrage! LOL...

Title: **Re: Dorfdag: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Grimmath** on **February 19, 2014, 12:18:54 pm**

Nicely done. I will try to get a journal entry up. I am so happy to see my trap enacted :).

Title: **Re: Dorfdag: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Ruhn** on **February 19, 2014, 12:36:26 pm**

Personal Diary of Nuckles

17 Felsite

I'm proud to say that the machinery worked, even after sitting for all these years. That's a job well done, if I do say so myself!

24 Felsite

I saw that vampire loose in the streets today! How did he escape? I would have killed him right there, but there were too many witnesses around. Maybe I can open a contract with Daria's crew to take care of this loose end.

18 Hematite
That fool Grim is letting those beasts into the hideout! It's enough work keeping our turf secure from those gobbos, what's up with his need to fight these monsters too? I need a smoke.

Much better. So I dig out these traps for the monsters and nobody uses them- nice glass wall and everything. And there's nothing in the caverns worth stealing, and we already got all kinds of drugs and weapons to smuggle. The Tarot Card lady says there are a few more beasts roaming around still. I'm not fireproof, and I've heard stories about what their blood and spit can do to a dwarf. If our gangs get torn up by these things I'm gonna be sure Grim pays with his life. I'll pass the order on to my squad, in case I'm one of the unlucky suckers that bites it.

--- ---

OOC:
So every close relative and all memebbers of the entorage are dead?
Nuckles is still hell bent on seeing the vampire die. He isn't happy with Grim for letting him out, or for pushing our gangs into fighting forgotten beasts. If anything bad happens give his squad a kill order on Grim.

@Bob: Will Daria accept a contract on the vampire Mayor?

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Grim Portent** on **February 19, 2014, 01:19:34 pm**

Quote from: Ruhn on February 19, 2014, 12:36:26 pm
So every close relative and all memebbers of the entorage are dead?
Nuckles is still hell bent on seeing the vampire die. He isn't happy with Grim for letting him out, or for pushing our gangs into fighting forgotten beasts. If anything bad happens give his squad a kill order on Grim.
@Bob: Will Daria accept a contract on the vampire Mayor?

Haven't dealt with all outstanding relatives yet. Plan to put them into my project when it's done.

The vampire isn't mayor anymore, he's insane. Worn clothing and mandates left unfulfilled has driven him mad.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **RoughRogue** on **February 19, 2014, 07:29:00 pm**

A mad vampire? Sounds interesting.
...and then Urist saw a familiar silhouette in the darkness of the tunnel. Olon Glowedbasements, the mayor, the ex-mayor, stood before her with a strange look in his eyes and his long sharp fangs exposed in a strange foolish smile. He had no clothes on him, coated only in his long untrimmed beard.
"No way! No way, you must be sealed in your room!" Urist whispered in terror. The cursed dwarf looked at her ununderstandingly and said something like "blahbluhbleh, uh?". "A vampire language?" Urist thought, backing away.
"C'mon, Olon, move ye mad ass!" a familiar voice shouted behind her. Urist shuddered and looked back to see RoughRogue, moving towards the creepy figure of the vampire without a trace of fear.
"Hello Urist. What's up? You look... strange. Have you had a smoke recently?"
"T...this dw...vampire..." Urist stammered, confused.
RoughRogue laughed.
"He's not dangerous anymore. He went crazy in his prison. Now look!"
She raised her axe and swung it right before the mad dwarf's eyes. He didn't even wink, continuing to smile and babbling something like a baby.
"C'mon, Urist. Let's get some booze or... something else."

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **PlayingGood** on **February 19, 2014, 11:32:07 pm**

Obok's Journal, sinister thoughts

I cannot stop dwelling on it!! I cannot.

That bonecarver must die...

No wait...

I Know what i can do!

Journal, my friend, my solace in this grave home of mine... May i find triumph!!

OOC:

Obok is requesting a glorious death. If you would be so Armok, as to have him attack a forgotten beast single-handily.

Spoiler (click to show/hide)



Artwork once again credited to Boblea of deviantart

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Grim Portent** on **February 21, 2014, 05:28:14 pm**

I hate to ask, but some stuff has come up that will delay me finishing my turn by a few days (I know we have no listed time limit, but I tend to assume two weeks), can I have an extension or should I post up what I've got so far?

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **PlayingGood** on **February 21, 2014, 06:56:19 pm**

Quote from: Grim Portent on February 21, 2014, 05:28:14 pm
I hate to ask, but some stuff has come up that will delay me finishing my turn by a few days (I know we have no listed time limit, but I tend to assume two weeks), can I have an extension or should I post up what I've got so far?

Definitely not up to me, but if it was a vote, i'd give you the extension!

Also, if you can't find time to orchestrate obok's glorious battle for triumph or death, don't sweat it.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **RoughRogue** on **February 21, 2014, 08:50:41 pm**

"You can do everything you set your mind to, man"(c)
If it won't long for a couple of years, of course.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Monitor Lisard** on **February 22, 2014, 08:48:00 am**

Quote from: Grim Portent on February 21, 2014, 05:28:14 pm
I hate to ask, but some stuff has come up that will delay me finishing my turn by a few days (I know we have no listed time limit, but I tend to assume two weeks), can I have an extension or should I post up what I've got so far?

Of couse, you can have it. Take your time.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Grim Portent** on **February 25, 2014, 04:07:44 pm**

I'll have an update soon, though I'm getting a bit annoyed by a bug that's stopping me from toggling labors off. Someone set several named dorfs to do stuff like plant and mine/cut wood and I can't get them to stop. It caused Grimmash to run into the caverns and get brutalized by a beast and I can't get Grim to do anything I want him to because he won't stop planting seeds.

EDIT:Journal

Journal of Grim, Regicide of Chamberdrums

19th Hematite
Two beasts from the caverns are slain. Blood lies thick on the ground around the tunnel mouth from which they emerged. I was informed that several of the people who had been present when the first beast to rise to my bait attacked have been taken to hospital showing signs of ill health. I wandered along to look and found that each of them was a deep blue-black with bruising, their eyes blinded by blood flooding the tissues and a foul reek emanating from them as they void their stomachs. It is fortunate that few of us were in contact with the beast.

23rd Hematite
A beast rose from the depths today, gouts of flame and screams of rage boiling from it. We cut it down without mercy.

I was checking the progress of my project today as well. I fear Grimmash may be working out what it is for. He has been reading the blueprints in a great deal of detail and has been asking uncomfortable questions lately. I think I shall have to send him somewhere out of the way. Maybe gathering wood in the caves... Yes... Let the beasts handle my problem for me.

28th Hematite
A band of wanderers decided to brave our bloody halls. They bowed their heads and muttered among themselves when I greeted them. They know to fear a predator as powerful as me.

10th Hematite
Part of the upper halls have caught fire! I do not know who or what started this blaze, but when I find out I will put a bolt between their ribs!

18th Hematite
One of our doctors came to me today and said that some of our patients afflicted by the bruising toxin died today, he says they bled into their body cavities and died.

21st Malachite
That wretch Daria took her squad into the caverns to flush out beasts today! Against my orders! What's worse is that they found that fool Grimmash still alive down there. He's badly wounded, but yet lives. I must find some way to silence him before he can reveal what I'm doing to the rest of the fort.

6th Galena
I cannot risk anyone finding out... I must silence Grimmash, and anyone else who knows... What if he told his wife? I could be ruined. She must be biding her time, waiting to reveal my plans. Yes, I must silence her too. My crossbow. My crossbow will do... First her, then him, but I must be careful, lest the others discover.

14th Galena
Humans have arrived. They want to trade with us. Hah, we shall see how long they hold onto that desire when riddled with bolts.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **RoughRogue** on **February 25, 2014, 06:22:53 pm**

Oh yeah. A paranoid dwarf with some kind of conspiracy, classics of the succession fort genre. I wonder if there is a special mad conspirator dwarven school somewhere, and its graduates are allocated to each and every fort.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Grim Portent** on **February 25, 2014, 06:46:06 pm**

Quote from: RoughRogue on February 25, 2014, 06:22:53 pm
Oh yeah. A paranoid dwarf with some kind of conspiracy, classics of the succession fort genre. I wonder if there is a special mad conspirator dwarven school somewhere, and its graduates are allocated to each and every fort.

I shall sunder the vaults of heaven and split the flesh of the earth. All shall quake at what I bring and the ground shall tear in my wake.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Grimmash** on **February 25, 2014, 08:25:25 pm**

Oh poor dorf me. Undone by the vagaries of programming.

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **RoughRogue** on **February 26, 2014, 03:14:04 am**

Quote from: Grim Portent on February 25, 2014, 06:46:06 pm
I shall sunder the vaults of heaven and split the flesh of the earth. All shall quake at what I bring and the ground shall tear in my wake.

Man, I told ye not to smoke my blade weed! It's a special sort of the greatest stuff that blows your head off instantly. It's too strong for newbies like you. It's too strong even for me!

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Monitor Lisard** on **February 26, 2014, 06:04:39 am**

Quote from: Grim Portent on February 25, 2014, 06:46:06 pm
Quote from: RoughRogue on February 25, 2014, 06:22:53 pm
Oh yeah. A paranoid dwarf with some kind of conspiracy, classics of the succession fort genre. I wonder if there is a special mad conspirator dwarven school somewhere, and its graduates are allocated to each and every fort.

I shall sunder the vaults of heaven and split the flesh of the earth. All shall quake at what I bring and the ground shall tear in my wake.

"Grim, dear, could you help me? My power mining and terraforming general plan seems to be missing and...

...Grim?"

Title: **Re: Dorfday: The Heist - The king has fallen!(Players are welcome!)**
Post by: **Grim Portent** on **February 27, 2014, 11:56:10 am**

Between the jobs assigning bug and the sheer amount of hauling going on, plus the low framerate I'm getting it takes forever to get anything done in this nightmarish labyrinth. Seriously, Grimmash has been on my death list for the better part of a season and he still isn't dead.

<div>I suppose I should ask if anyone minds their dorf dying in my project? It's a bit of an imprecise weapon so I have no idea who'll die in the culmination but I can try to keep people out of the way if desired.</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: Timeless Bob on February 27, 2014, 07:18:41 pm</div>
<div>Keep Daria out please, she wants to gather everyone who survives to make a Pyrrhic march on the capitol to found a dynasty that will last a thousand years.</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: RoughRogue on February 28, 2014, 04:45:07 am</div>
<div>"Mne vsyo po...", as it's said in Russia. I don't care if you're gonna slay Rogue, but at least let her die as a hero. A drunk hero, maybe. Send her to lower caves to protect the mountainhome from those weird creatures or let her mine out the last adamantine layer. Or try to break the next undead siege with a dwarven bridgepult loaded with totally trashed Rogue yelling WAAAAGH while landing on a necromancer. Or... or... f**k, pour some magma in her apartment!</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: Grim Portent on March 02, 2014, 02:30:35 pm</div>
<div>Ugh, my project didn't work. No mass collapses or anything. Think I built it in the wrong place. All that happened when I finished it was an access stairway collapsed and a brick landed on Grim's head.</div> <div>I'll have my turn done for Tuesday, as it is I've barely managed to get anything done since the hauling just won't stop. Good news is that the refuse stockpiles are pretty much empty.</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: Timeless Bob on March 03, 2014, 12:17:46 am</div>
<div>LOL! PTW</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: Grimmash on March 03, 2014, 12:53:52 am</div>
<div>So does that mean you killed me with a brick?</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: Monitor Lisard on March 03, 2014, 01:45:41 am</div>
<div>Dorf!Firecrazy drowned in magma. Dorf!Grimmash was probably killed by a falling object. Man, the irony...</div> <div>It would be even stranger if dorf!Grim got shot with a bolt, dorf!Daria - stabbed by a random thief and dorf!Nuckles - killed by a trap.</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: RoughRogue on March 03, 2014, 05:05:58 am</div>
<div>So, who's next? Lizard, would you go for another intermission with your disappearance in final?</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: Monitor Lisard on March 03, 2014, 05:19:10 am</div>
<div><div>Quote from: RoughRogue on March 03, 2014, 05:05:58 am</div><div>So, who's next? Lizard, would you go for another intermission with your disappearance in final?</div></div>
<div>I think it's time to wrap this game up. We had a good run, with our criminal masterminds archieving their final goal.</div> <div>Grim, can you upload the save after you'll have finished your turn? I'll make dorfs abandon the fortress and look through the legends. I guess it's time to end characters' storylines.</div>
<div>Title: Re: Dorfday: The Heist - The Finale (Players are welcome!) Post by: Timeless Bob on March 03, 2014, 07:00:16 am</div>
<div>Yes, like all great movies, we should have a final series of scenes that tell what each surviving character did after the game ends - call it "the denoument".</div>
<div>Title: Re: Dorfday: The Heist - The king has fallen!(Players are welcome!) Post by: Grim Portent on March 03, 2014, 07:10:13 am</div>
<div><div>Quote from: Grimmash on March 03, 2014, 12:53:52 am</div><div>So does that mean you killed me with a brick?</div></div> <div>Infection got you actually. Was just before I finished building the power miner annoyingly, I was going to narrate a fight scene where Grimmash fought Grim on the construction sight only for them to die simultaneously as it was finished.</div> <div><div>Quote from: Monitor Lisard on March 03, 2014, 05:19:10 am</div><div>I think it's time to wrap this game up. We had a good run, with our criminal masterminds achieving their final goal.</div><div>Grim, can you upload the save after you'll have finished your turn? I'll make dorfs abandon the fortress and look through the legends. I guess it's time to end characters' storylines.</div></div> <div>Yeah, I think it best to end here. There's not much more we can do narratively. Grim's insane and dead, RR is contentedly stoned I believe, Monitor is now the last of the decadent aristocracy in the fort and most of us are nigh-unkillable butchers.</div> <div>I'll put the save up as part of my final journal. Though the last few entries may be written from the perspective of some random in the fort. Think I know who to pick for that.</div>
<div>Title: Re: Dorfday: The Heist - The Finale (Players are welcome!) Post by: Grimmash on March 03, 2014, 10:18:57 am</div>

Damn. I wish it had been murder. That would have been poetic justice for turning to the path of revenge. But I suppose being killed due to a brick to the head is also fitting, given the trap I designed.

If only it had been a brick of cheese.

Title: **Re: Dorfday: The Heist - The Finale (Players are welcome!)**
Post by: **Ruhn** on **March 03, 2014, 12:17:58 pm**

Hmm. I wonder how Nuckles should retire...

Title: **Re: Dorfday: The Heist - The Finale (Players are welcome!)**
Post by: **RoughRogue** on **March 04, 2014, 09:47:22 am**

Good game guys:)

Title: **Re: Dorfday: The Heist - The Finale (Players are welcome!)**
Post by: **Grim Portent** on **March 04, 2014, 02:32:28 pm**

Journal of Grim

15th Galena
One of our metalworkers has gone all moody and claimed a forge down in the magmaworks.

My project continues at a good pace.

16th Galena
A goblin ambush has been slaughtered nearly as soon as we saw it. The human caravan guards died similarly easily.

11th Limestone
The metalworker has made an adamantine throne. It's almost a pity we have no one to sit in it.

21st Limestone
Another group of misbegotten migrants has come to live here in our wonderful home.

5th Sandstone
I was working on the project today and something went wrong... I'm in the hospital with several broken bones and a lot of cuts. The doctor told me that Cyatica died during the accident.

22nd Sandstone
The doctor told me that Grimmash died of infection from his fight with the forgotten beast. Pity, I had hoped to end him myself. I rather wonder what it would be like to kill a regicide.

9th Timber
My project was completed today. I stood at it's feet as the last block was put in place. There was a rumble and a roar. I felt the ground shift beneath my feet. The access stairs crumpled and fell, rubble and dust billowing towards me. But the earth did not tear, the ground did not sunder. The blocks clattered to my feet and the dust cleared and I saw that no harm had been done.

It did not work.

I feel rather cheated of my fun.

10th Timber
A werepangolin stumbled into our frontdoor today. One of the soldiers was present and cut it down in short order.

I need to find something to do with myself now.

11th Timber
A dust cloud on the horizon, the smell of rot on the wind. The dead walk and we go to battle once more.

A great crowd of corpses of men and goblins swarm towards our halls. We stand ready to do battle. All our soldiers are waiting for them.

Swords sweep, axes hack and spears thrust. Rotten flesh cleaves from bone and limbs soar through the air. Moaning corpses fall silent and crumble. The dead are beaten back.

A dwarf falls. A trio of dead clawing at his armour.

The last corpse is purged and the defenders stand triumphant over their oldest enemy once more.

Well I decided to finish on this point. An undead siege came (no necromancers for some reason. Makes it a lot less sporting.) and we killed them all with just one casualty, an unnamed dwarf. Since this is likely the last thing worth ending on I decided that it was good to finish on a high note.

Turned out my last save was a reversion to just before the power miner was built and this time when I had it finished Grim had wandered just out of the lethal area of the burrow. Didn't know there was one so that was a tad annoying.

Title: **Re: Dorfday: The Heist - The Finale (Players are welcome!)**
Post by: **RoughRogue** on **March 05, 2014, 09:40:05 am**

Btw, Lizard, do we really need more players? I'd remove the "players are welcome" part of the title.

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Timeless Bob** on **March 05, 2014, 02:48:12 pm**

How about "Players are welcome (but not encouraged)"?

Incidentally, I'm just waiting on the last save file before Daria takes her surviving dwarves to the Capitol.

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Grim Portent** on **March 05, 2014, 05:06:03 pm**

Save: <http://dffd.wimbli.com/file.php?id=8463>

The fort has hit that point that all forts do after a while where it's more tedious to run than anything since if left unattended it will just tick over until something makes it tip off balance.

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Timeless Bob** on **March 05, 2014, 09:13:19 pm**

Quote from: Grim Portent on March 05, 2014, 05:06:03 pm

Save: http://dffd.wimbli.com/file.php?id=8463

The fort has hit that point that all forts do after a while where it's more tedious to run than anything since if left unattended it will just tick over until something makes it tip off balance.

Downloading now...

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Timeless Bob** on **March 06, 2014, 05:24:28 pm**

Hmmm... After retiring the fortress and taking a walk-through I'm intrigued to learn that most of the inhabitants here really are pissed off at Sazir the vampire - he's #1 on pretty much everybody's hit list. However, people also are in full agreement with another worrying fact: There is no capitol. I believe it used to be Laudedbridges, (Some place sounding like "Gershinol" in dwarfese), but the historic map in Legends mode doesn't have any towns like that anywhere. How the hell can Daria lead a popular coup of the original mountainhomes if she doesn't know where to freakin' go?

It's a puzzle all right.

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **RoughRogue** on **March 06, 2014, 09:52:43 pm**

Isn't Laudedbridges a name of civilization, not a town?
Get an earlier save before Chamberdrums became a mountainhome. Maybe there is a former capitol?

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Monitor Lisard** on **March 07, 2014, 12:51:20 pm**

Decided to look through the Legends... Spazbot appeared to be quite an interesting fellow.

‘Spazbot’ Uzolzeg, “‘Spazbot’ Oilytattoos”

‘Spazbot’ Oilytattoos was a dwarf born in 44. He was the third eldest son of Rigòth Gatestands and Ingiz Guildfury.

In 44, ‘Spazbot’ settled in Hammersoak.

In 56, ‘Spazbot’ became a furnace operator in Hammersoak.

In 64, ‘Spazbot’ began wandering the wilds.

In 65, ‘Spazbot’ married ‘Maskwolf’ Lettertown.

In 65, ‘Spazbot’ settled in Ragnotched.

In 65, ‘Spazbot’ became a woodcutter in Ragnotched.

In the late spring of 96, the moon horror wife Aban Cleantraded the Urn of Burials attacked ‘Spazbot’.

In the late spring of 96, the moon horror wife Aban Cleantraded the Urn of Burials fought with ‘Spazbot’. While defeated, the latter escaped unscathed.

In the midautumn of 106, the moon horror wife Aban Cleantraded the Urn of Burials attacked ‘Spazbot’.

In the midautumn of 106, the moon horror wife Aban Cleantraded the Urn of Burials fought with ‘Spazbot’. While defeated, the latter escaped unscathed.

In the midautumn of 128, ‘Spazbot’ left The Paint of Meditating.

In the midautumn of 128, ‘Spazbot’ left The Lauded Guild.

In the midautumn of 128, ‘Spazbot’ settled in Chamberdrums.

In the midautumn of 128, ‘Spazbot’ became a member of The Lauded Guild.

In the midautumn of 128, ‘Spazbot’ became a member of The Free Fence.

In the late autumn of 130, ‘Spazbot’ became an enemy of Dilmis.

In the midwinter of 130, ‘Spazbot’ gave up being a woodcutter to become an engraver in Chamberdrums.

In the early spring of 132, ‘Spazbot’ gave up being an engraver to become a stoneworker in Chamberdrums.

In the late autumn of 132, ‘Spazbot’ became an enemy of The Deceiver of Shames.

In the late autumn of 132, ‘Spazbot’ struck down the goblin Estrur Singuards with Flashmusic the Group of Bitterness in Chamberdrums.

In the midautumn of 133, ‘Spazbot’ gave up being a stoneworker to become an engraver in Chamberdrums.

In the midwinter of 135, ‘Spazbot’ mortally wounded the goblin Nguslu Chilldevil, who bled to death, with Flashmusic the Group of Bitterness in Chamberdrums.

In the late autumn of 136, ‘Spazbot’ struck down the goblin Stozu Seacrue! with Flashmusic the Group of Bitterness in Chamberdrums.

In the late winter of 136, ‘Spazbot’ became a militia captain of The Free Fence.

In the midspring of 138, ‘Spazbot’ was murdered by Uucar Mountainmarks in Chamberdrums.

In the midspring of 138, ‘Spazbot’ ceased to be a militia captain of The Free Fence.

(http://s1185.photobucket.com/user/Georgethegunner/media/Info.jpg.html)

He married to Maskwolf, then fought with a night troll wife twice. In Chamberdrums he became a spearmaster and named his weapon. Apparently, he was murdered by a random grunt in 138.

EDIT: It says that I can play as Grim in adventure mode. Did you do anything to the save?

EDIT: He certainly looks like a real badass.

‘Grim’ Mintosid Tastroduren

A short, sturdy creature fond of drink and industry.

His nose is broken.

His sideburns are clean-shaven. His very long moustache is arranged in double braids. His very long beard is neatly combed. His hair is clean-shaven. He has a broad body. His short nose is upturned. His nose bears the marks of old wounds, including a massive straight scar. His somewhat narrow brass eyes are close-set. He has a clear voice. His sandy tanp skin is wrinkled. His upper body bears a massive straight scar. His lower body bears a massive straight scar. His right upper arm bears a massive straight scar. His left upper arm bears a massive straight scar. His right lower arm bears a massive straight scar. His left lower arm bears a massive straight scar. His right hand bears a massive straight scar. His left hand bears a massive straight scar. His right upper leg bears a massive straight scar. His left upper leg bears a massive straight scar. His right lower leg bears a massive straight scar. His left lower leg bears a massive straight scar. His right foot bears a massive straight scar. His left foot bears a massive straight scar. His right ear bears a massive straight scar. His left ear bears a massive straight scar. His throat bears a massive straight scar. His mouth bears a massive straight scar. His tongue bears a massive straight scar. His left cheek bears a massive straight scar. His right cheek bears a massive straight scar. His left eyelid bears a massive straight scar. His right eyelid bears a massive straight scar. His lower lip bears a massive straight scar. His upper lip bears a massive straight scar.

(http://s1185.photobucket.com/user/Georgethegunner/media/Grimdescription.jpg.html)

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Grim Portent** on **March 07, 2014, 09:39:07 pm**

Not a clue why he's playable, though the scarring is likely from when he got caught in a construction accident and was cut all over.

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Monitor Lisard** on **March 08, 2014, 12:28:13 am**

He's completely naked (except for the blood coating, threads and splints), unarmed and scarred. He can also talk to his deities directly.

Title: **Re: Dorfday: The Heist - The Finale**
Post by: **Grim Portent** on **March 08, 2014, 09:39:05 am**

...So Grim went mad and wanders the land covered in blood?

He's perfectly normal, by dwarven standarts.